F.A. CUP FOOTBALL SPECIAL

SINCLAIR user

MAY 1989 No 86 HFL8.90

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THIS MONTH:

FORGOTTEN WORLDS:
CLASSIC ALIEN COMBAT

FREE
RENEGADE III POSTER



FREE ON THIS TAPE!

PREMIER LEAGUE

F.A. CUP SPECIAL

FIRST HALF ▶ PREMIER LEAGUE – COMPLETE GAME FROM E&J!

SECOND HALF ▶ BEHIND CLOSED DOORS – COMPLETE ADVENTURE + POKES

MEGATAPE 15

IF NO MEGATAPE 15 IS ATTACHED HERE TELL YOUR NEWSAGENT IMMEDIATELY!





WIN: F.A. CUP FINAL TICKETS WITH SU

WIN: PORTABLE COMPACT DISC PLAYER

BEST FOOTBALL GAMES REVIEWED!


JOIN THE CR
The Man
BAD DUDES ARE TOP HITS!
Your Opponents in your battle for supremacy are four types of Evil Ninja star-throwing Assassins whose skills are manifold and dangerous. Also out to spoil your day are Acrobatic Women Warriors and vicious Guard Dogs. At the end of each level you must overcome the Ninja Master in order to progress – some examples of these superhuman villains are: A fire-breathing Fat Man, an Armour Clad Giant Ninja – who has a disconcerting habit of suddenly multiplying into an army!
The Guard
NO PULSE!
Take on the role of avenging angel as you mete out rough justice to the perpetrators of evil and lawlessness. Some of the most exciting scenes ever to fill a computer screen confront you. The future is here and now when you take up this challenge – PART MAN – PART MACHINE – ALL COP . . . ROBOCOP.
PART MAN PART MACHINE ALL COP
FIRE NOW
EXPLOSIVE
BAD DUDES
BAD DUDES VS. DRAGONNINJA
Imagine ...the name of the game
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ROBOCOP
ocean
ROBOCOP
FIRE HAZARD
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RITICAL LIST!
ODAY
ENGUIN GETS
HE CHOKER!
D.C. Comics' famous super hero Batman breaks onto the micro screen in a Wham! POW! Arcade adventure as you engage the forces of evil in Gotham City. Start in the Batcave and move on through the world of fun and excitement as you face the trickiest customer of all . . . the Penguin. Save some strength for battles ahead with the dastardly Joker however, or you'll miss the thrilling climax! Cartoon style graphics and animation make for stunning realism with innovative game play for long lasting entertainment.
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MIRROR
CRASH VICTIM!
WEC Le Mans is the 24-hour world endurance championship. All other races pale in comparison. No other race challenges a driver, physically or emotionally, as WEC Le Mans 24. The racer must push himself and his car far beyond limits required by any other race. He must use his sixth sense as he becomes one with a machine which is perilously insensitive to human frailties.
DARK
AVENGER
CAUTION
LAZER BEAM
FEEL
THE
POWER
BATMAN
THE CAPED CRUSADER
WEC
LE MANS
24
FREE LE MANS STICKER INSIDE
WEC
LE
MANS
24
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WITH
FREE
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Meet the SUings

GRAHAM "nasty weazley type" SUing



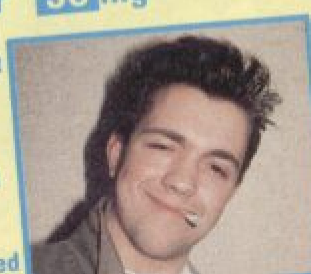
The story so far: After being dropped by Alison SUing for a younger lurver Graham decides to wreak his revenge by being generally dastardly to his whole family. He sets traps for them but unfortunately they ALL backfire and he is drowned in the indoor pool, sizzled in the back yard barbeque, shot on his way to the office and strangled by chicken wire in the hay loft. 'Amazingly' he survives the lot and boy is he angry? Who will he direct his beastly horribleness at next?????

ALISON "pouting foxtress" SUing



The story so far: Alison has at least escaped the evil clutches of Graham. The divorce is settled and she has half his fortune and so with wild abandon she gets stuck into every male in the house, cousins, uncles, great grand-fathers, no man is safe from this wanton hussy. But Alison has a sordid secret past of illegitimate children, bike sheds and baths full of spaghetti bolognaise. Will she be found out?????

JIM "hopeless boozer" SUing



The story so far: Jim wakes up in a puddle of gin on the carpet of a motel room somewhere in Detroit. He cannot remember how he got there and decides that 13 bottles of vodka should bring back his memory. He wanders back to the SUing ranch to find the place deserted Has his 'loving' family moved away without telling him, or are they just down the local liquor store stocking up ready for Jim's return?????

TIM "flash back" SUing



The story so far: Tim is pictured here in black and white as he appeared when the series started many moons ago. He is Graham's step-brother from his mother's fourth marriage and disappeared in a dream-sequence in the indoor hot tub last Christmas. Has he really gone for good or is he maybe hiding in the septic tank waiting to make his comeback ?????

ADVENTURE **The Sorceress** ZAPCHAT **Jon Riglar** TECHNICAL **Andrew Hewson, Rupert Goodwins** CONTRIBUTORS **Tony 'chubs' Dillon, Chris 'alien gonk' Jenkins** ADVERTISING **Katherine Lee** ADVERTISEMENT MANAGER **Martha Moloughney** AD PRODUCTION EXECUTIVE **Emma Ward** PUBLISHER'S ASSISTANT **Debbie Pearson** PUBLISHER **Terry 'Mr Laid-back' Pratt** MARKETING **Clive 'shy and reserved' Pembridge**
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CONT

	PLAYER	TYPE	A	F	G	No.
P	T.KIEFER	D	5	7	0	1
P	J.LABAR	D	4	5	0	2
P	G.SIMMONS	D	3	3	0	3
P	P.STANLEY	D	3	3	0	4
P	E.CARR	D	3	4	0	5
	B.KULICK	D	3	8	0	6
P	J.ELLIOTT	M	5	4	0	7
P	R.ALLEN	M	4	6	0	8
P	R.SAVAGE	M	5	6	0	9
	S.CLARKE	M	5	3	0	10
P	P.COLLEN	M	4	5	0	11
	D.MUSTAINE	A	3	8	0	12
	S.IAN	A	3	5	0	13
	C.MCGRANE	A	5	5	0	14
	T.DILLON	A	5	9	0	15

METAL ROVERS 60 81 15

NTER (P)RINT OR (C)ONTINUE

▲ MEGATAPE 15 ▲



We're getting that Megatape feeling again. We're now up to number 15; doesn't time fly when you're having a good time (hem, hem). All rolled up and squished into this month's tape are Premier League **footy game, a mini adventure called** Behind Closed Doors **and 10 super wibbly pokes. We're all getting out of breath just thinking about it, phew!**

SU IS BACK BACK BACK 44

Gosh we just lurve our readers sooooo much! In this ish we're offering Cup Final tickets, puffed up toys, CD players and the Electro extravaganza. You'd think that would be enough jolly freebie things for one month, but you'd be wrong. On top of that lot you can now get hold of 20 back issues going back to the first Megatape, just because we love you, we love you all!

THIS MONTH'S POSTER

It's amazing! In previous months we've given you an amazing free poster . . . this month we give you another one! Lordy! It's Renegade III **and it's great. This one comes courtesy of US Gold's top in-house artist Bob "I used to do lots of martial arts but my hands got all screwed up so I had to jack it in" Wakelin! Heavens! So for goodness sake turn to the middle page and tear it out and pin it on the wall and not only will you be able to cover up the horrid cracks you'll be able to practice your high kicks as well.**

ENTS

HEEEEEERES TIMBO

48

Welcome to Professor Tim's special 'learn all about Speccy games' class. If you know very little about Speccy games don't be fooled into thinking that you'll learn anything here. There's more chance of you being knighted – read on anyway.



COMPO MANIA

Win a ruddy marvellous CD player 26

If you thought SU couldn't possibly improve on the quality of last month's compo prizes then look at this . . . Not only are US Gold giving you a chance to win a jolly nice Sony portable CD player they're chucking in 10 (yes 10!) Top Ten CD's into the bargain with the *Forgotten Worlds* competition.

Blow up ya banana!?? (not really) 10

Emlyn Hughes popped in the other day and invited us to the FA Cup Final. Being such generous souls we're gonna let you go too. Enter our *Emlyn Hughes International Soccer* compo and it could be you hurtling down Wembley way hollering "'ere we go, 'ere we go, 'ere we go!"

Blow up ya banana (really truly) 54

Wanna have some inflatable playthings of your own? A skeleton maybe, or even a frog if you like . . . you would? Well we've got some to give away! When we say to give away we really mean you have to earn them by entering our great *Dominator* compo. So run along to page 54.

ELECTRO 24

Now this is a word you've never seen in SU before have you? Well let me tell you something readers you'll be seeing a lot more of it in the future. Curious? Then turn to page 27 and get the low-down (maaan!) on *Electro*.

SOFTWARE

FOOTBALL KERAZEE SPECIAL

SU's very own Maradonna, Tim Noonan, has put us all into footy training this month. He's taught us how to punch a ref, throw a chair and eat oranges at half time. So to celebrate FA Cup Final day this month we're giving you squillions of footbally things to keep you busy.

There's the *Emlyn Hughes International Soccer* compo where you can win a ticket to the big day at Wembley. Then you've got three brillo football sims in the shape of *Treble Chance*, *Premier II Superleague* and *Championship Soccer* — we've reviewed all of them (gosh we're good to you — GT).

And just when you thought it was safe to go back on the terraces we hit you with our bumper fax extravaganza — 20 Boring things you didn't know about the FA Cup (which are exciting really). You'll have to dribble off to page 69 for that one, so don't delay.



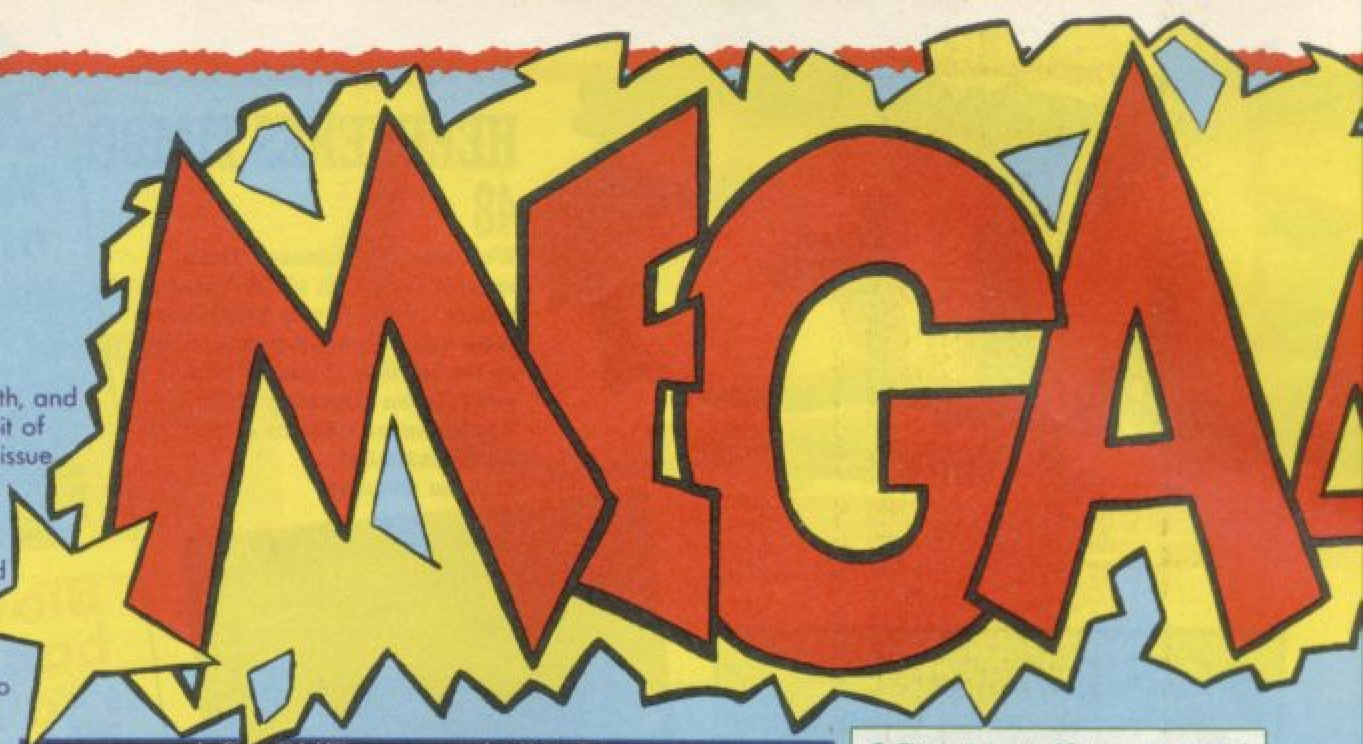
FRONT COVER GAME

Phwooar! Not arf! The indubitable honour of being awarded prime position on this month's cover goes to the lovely lads and lasses at US Gold for the completely blinding *Forgotten Worlds*. Artwork, as ever, was designed and assembled by the *Paris Marsh Design Partnership*. We reckon it's one of their best.



THE LOVELY REGS

PREMIER SOCCER

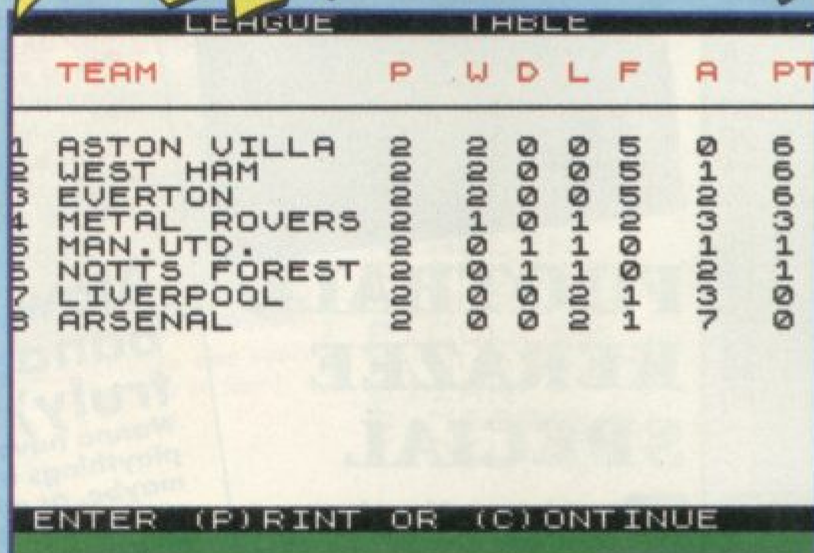


Check the review pages this month, and you'll notice that we've had a bit of an explosion of football games this issue. Now, if you don't have a football game of your own, then look no further than the cover of your favourite Spectrum magazine to find none other than E&J Software's **Premier Soccer**! Cool!

So, you've loaded it up and are staring at it in stupefication. What do you do?

The aim of each season is to come top of your current league and win the FA Cup. Fail on either, and you've got the next season to try.

To win matches, you need the best players available. Each of the players in the game is rated on two points, each marked out of ten. The first is the player's ability in his area (Defence, Midfield or Attack) and the second is his fitness. The way that teams are compared before a match, thus more or less stating who is the best team, is by adding up the ability points for each section (D, M or A) and comparing and then adding the total team's ability and comparing them.



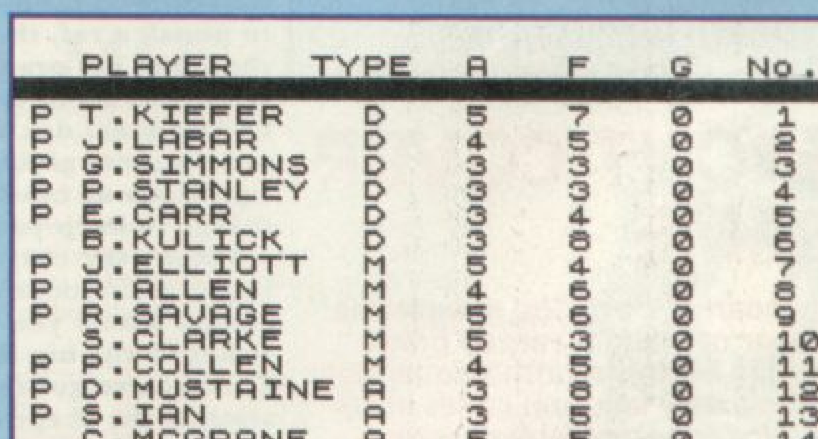
- **There are now 16 teams to control**
- **Transfer demands – will they force you into a decision?**
- **Morale factor – are you running a happy ship?**
- **Job offers – your star players may be poached!**
- **Manager's salary – are all those Mercedes really necessary?**
- **2 extra skill levels**

You can pick up Premier League II **from most retail outlets for a mere £1.99**

To buy better players, check other teams to see who has desirable players and then bid for them on the transfer market. The computer will tell you the player's estimated value. How much you bid is up to you, and the computer will tell you if the bid has been accepted or not. If you don't have enough cash, you can borrow some from the bank, but try not to borrow too much, because the payments, plus interest, might turn out to be more than you can afford. Debtor's prison ahoy!

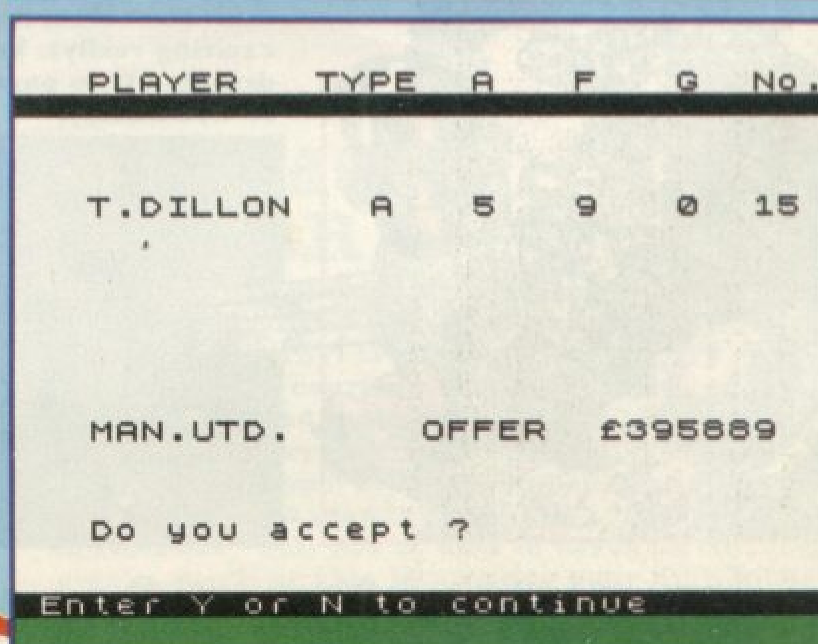
The match is played out along the same lines as other E&J games. The computer counts out the minutes, letting you know if anything is happening. Pressing a key at any time allows you to bring on your preselected substitute.

So there you have it, Saint.



By now you'll have already sampled the myriad of delights of Premier League, **our FA Cup supergame from E&J Software, and you'll be keen to learn where you can find an even more depthy football experience.**

Why, Premier League II, **of course! While functioning around the same core program, so you won't have to learn lots of new menu systems,** Premier League II **has got stacks of new features. Take a look:**



POKESMASTER RETURNS!

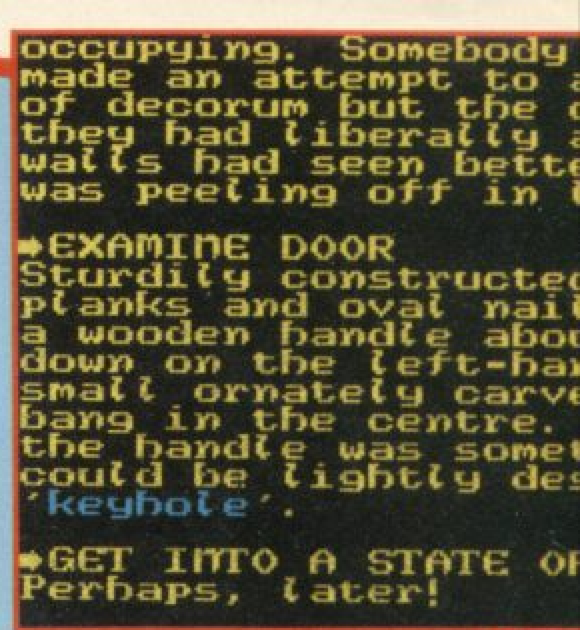
He said he only went for the best, but he was lying. There was one man that Tyson wouldn't dare go against, and so Tyson kept it a secret. He was *afraid* of Singh. Iron Mike might have had the fast jabs and powerful swings that have made him the public number one, but he just hasn't got the reflexes to dodge Steel Singh's pokes. Nobody does.

Singh's been off training for the last couple of months, but just to show he's still on form, he's here with a demonstration fight, before he goes back into professional boxing. Yo Adrian!

The pokes on tape for YOU are:

1 Ring Wars
2 Double Dragon
3 Barbarian 2
4 SDI
5 Beachead – The SU Edition
6 Street Gang
7 Return of the Jedi
8 Xenon
0 Obliterator
10 Fire and Forget

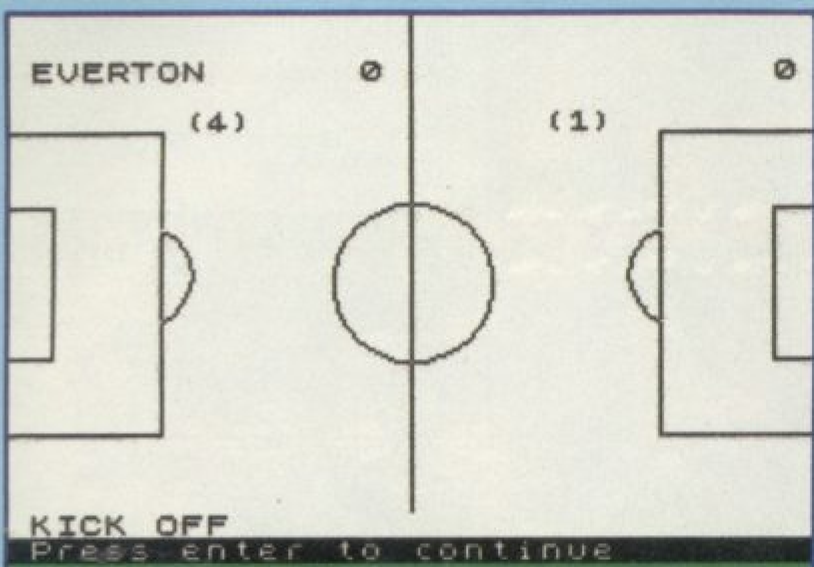




pencil, Balrog (the hero of the adventure) hears a mysterious click from the direction of the door. Moving closer to inspect, he finds that yes, it is in fact locked!

Can you help Balrog to escape, and maybe get revenge? or is he doomed to spend the rest of his days with only his favourite chair for company? Who knows?

If you find that you like this little adventurette, and we certainly did, then why not drop a line to Zenobi to find out more about their range. You can write to them at: Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs OL12 7NX.



Even more deep and complex, though, is Treble Champions, only available Mail Order at the moment. This game really get to grips with the very fine details of footy management in a way previously unseen. Definitely not for beginners, this is the big boys league.

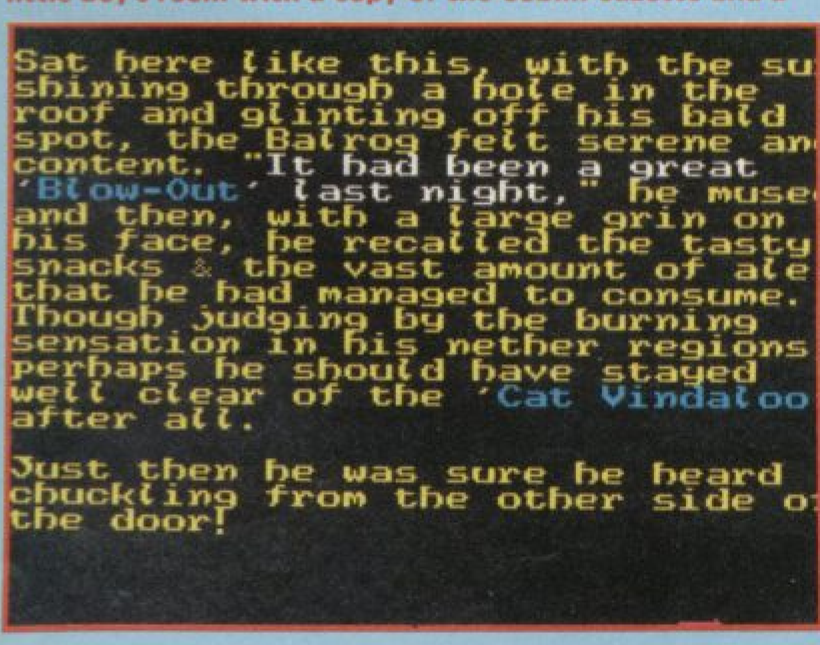
Both games can be ordered direct through the post for £1.99 (Prem II) and £9.95 (Treble Champs). The address is: E&J Software, 37 Westmoor Road, Enfield, Middlesex EN3 7LE. You'd be mad not to!



BEHIND CLOSED DOORS

Due to the success of Escape, we at SU through a joint venture with Zenobi Software, bring you a special one-location adventure Behind Closed Doors.

While on another of his special 45-minute ventures to the little boy's room with a copy of the Goblin Gazette and a



FORGOTTEN

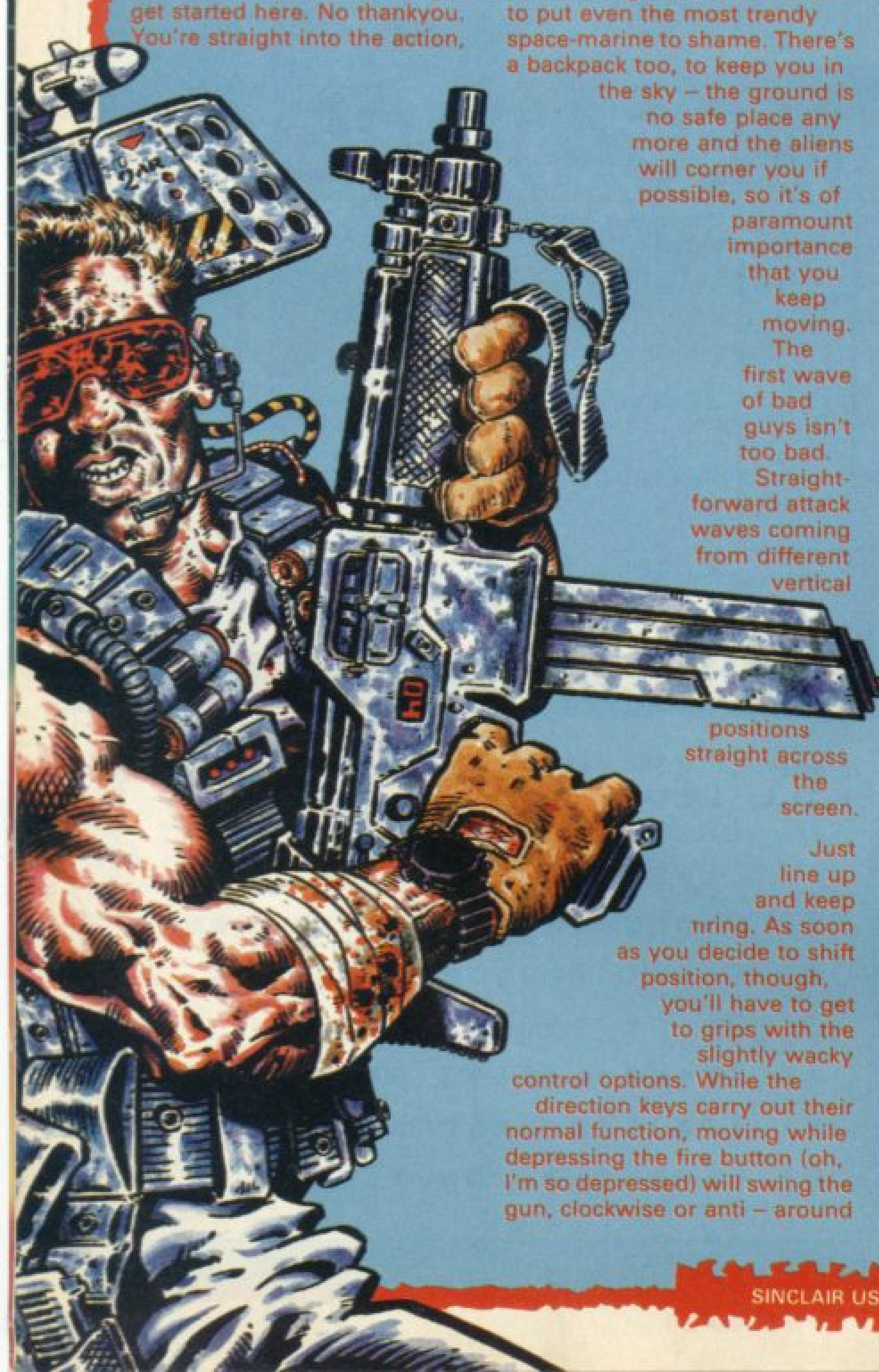




Bit of a weird title, this. I was expecting cavemen and dinosaurs and Doug McLure (you already mentioned the dinosaurs – yak). But no, there isn't a fossil in sight. All shiny surfaces and mysterious high-tech aliens. Yes, indeed, this is more like the US Gold we know and love (hem hem).

No messing about waiting to get started here. No thankyou. You're straight into the action, armed with the biggest laser rifle available in Halfords and a pair of sunglasses and haircut to put even the most trendy space-marine to shame. There's a backpack too, to keep you in the sky – the ground is no safe place any more and the aliens will corner you if possible, so it's of paramount importance that you keep moving.





The first wave of bad guys isn't too bad. Straight-forward attack waves coming from different vertical positions straight across the screen.

Just line up and keep firing. As soon as you decide to shift position, though, you'll have to get to grips with the slightly wacky control options. While the direction keys carry out their normal function, moving while depressing the fire button (oh, I'm so depressed) will swing the gun, clockwise or anti – around your body. The screenshots should show you what I mean. Until you remember to let go of the fire button, which is a bit tough in a white-knuckle everyone-must-die situation, or you become precise enough with the gun-sweep to judge exactly when to stop moving while still leaving the gun pointing in sensible direction, you'll find the aliens continually crashing into you while your equipment is facing the other way. Fyurk.



As well as the usual hazards of flying aliens and other generally predictable confrontations, you'll have to watch the scenery all the time. Huge Gigeresque pillars lurch out of the cavern walls at you, and horrid mechanical cog things grind away at you. Very Metropolis.

Attribute caution has been thrown to the wind and there's no problems distinguishing who the bad guys are. Everybody is a bad guy, and they all deserve to die ha HAAAA!

Pretty soon you'll have had about as much fun as there is to be had shooting aliens with a single-shot rocket. Time to TOOL UP!



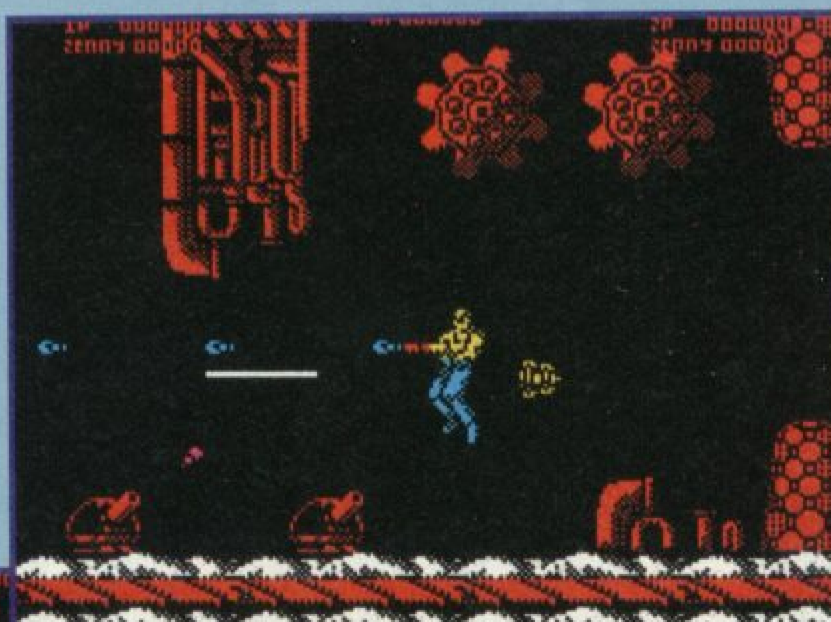
As if by magic, a shop slowly rises out of the ground, luring you in with its glowing "Shop" sign. Quickly you've got to dive down and go in. You'll be presented with icons offering different weapon configs. You

WORLDS

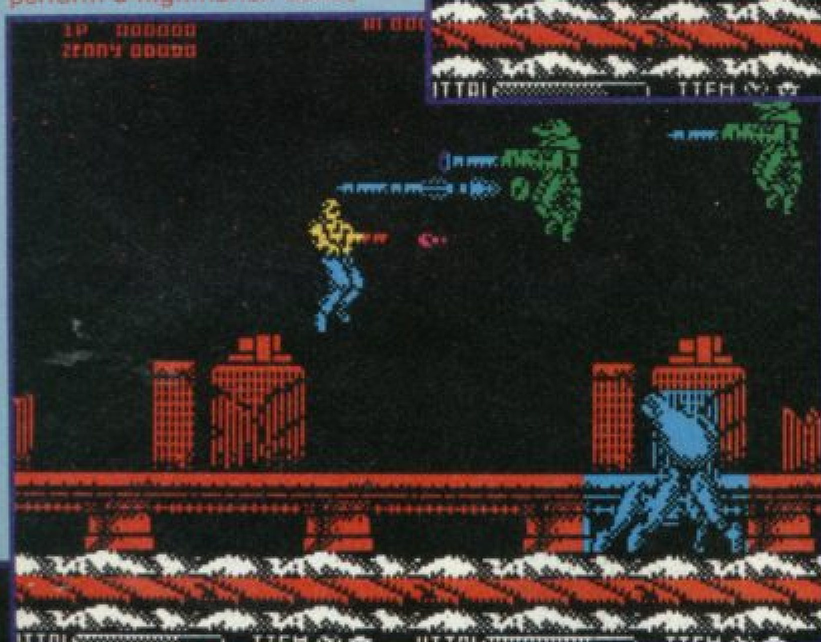
GAMES REVIEW!

know, four-way fire/lasers etc. You can't just get the weapons for nothing, of course, so it's a good job whenever you blew away a bad guy on the way you collected the glowing blue globule that he left behind. Tokens. The more you collect, the fabber the weapon you're entitled to.

I like **Forgotten Worlds**. I like it stacks. There's lots to kill, lots of colour and even big end-of-level baddies to combat. There are also really weird bits when aliens that look like pieces from geometry sets – compasses, protractors and the like, perform a nighmarish dance









about the screen. They're all as deadly as hell and need about five shots each to defeat. Once you've taken out the end-of-level bad guy; each being a minor set-piece, you progress to the next, tougher stage.

Graphically it's super, and there's no danger of things slowing down even when there's loads going on. A corker! ■

HINTS AND TIPS:

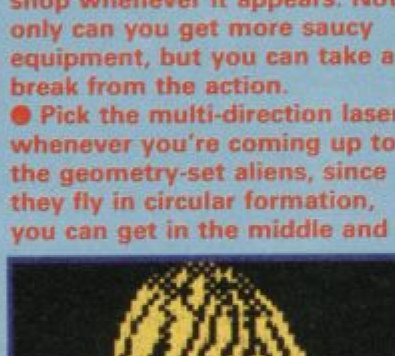
● **Collect the tokens! The more you get, the better weapon you can afford. Always go to the shop whenever it appears. Not only can you get more saucy equipment, but you can take a break from the action.**

● **Pick the multi-direction laser whenever you're coming up to the geometry-set aliens, since they fly in circular formation, you can get in the middle and shoot them all at once.**

● **Always stay away from the walls. When the pillars and cogs start moving, they'll suck you in and smash you up if you're not careful. Watch out!**

SINCLAIR USER CLASSIC





FAX BOX

ARCADE REVIEW

FORGOTTEN WORLDS Label: **Capcom**
Author: **In-house** Price: **£8.95** Memory: **48K/128K** Joystick: **Various**

Fab space shoot-out. Death and colour and a big gun. Phooor.

GRAPHICS	SOUND
75	70
80	79
PLAYABILITY	LAST ABILITY

Reviewer: Jim Douglas

OVERALL **85**

10 20 30 40 50 60 70 80 90

COMPETITION



What competition prize could we offer soccer fans which would be better than a ticket to the Cup Final, we thought. Nothing, we answered ourselves, so that's just what we're offering one slobbering soccer-starved reader in our over-the-moon Emelyn Hughes International Soccer **contest.**

You remember EHIS **– it made our Tony Dillon so excited that he awarded it a trouser-straining Sinclair User Classic. So throbbingly realistic is the game that the only prize which could do it justice is a Cup Final ticket. The first prize includes mainland travel expenses and lunch with competition winners from other magazines. There'll also be a chance for one of the winners to cop a Commodore Amiga 500 computer by making the closest guess of the Cup Final score.**

Five second prize winners will get a signed copy of Emelyn Hughes' book My Great Britons, full of interviews with sporting celebrities including Princess Anne, Seb Coe and Nigel Mansell. You'd pay £12.95 in the shops for this masterpiece, but it can be yours for the price of a stamp.

30 third prizewinners will get an FA Cup programme signed by Emlyn Hughes, and 50 runners-up get a knee-trembling A3-sized poster of the game.

All you have to do is answer these three footbally questions:

A) Who is the manager of the England team?
1) Bubbly Jimson 2) Wobbly Johnson 3) Bobby Robson

B) The Cup Final is played at?
1) Haddock Lane 2) Wembley 3) White Elephant Park

C) What was Emlyn Hughes' nick-name?
1) Fish Face 2) Crazy Horse 3) Doctor Destructo

Fill in the coupon, send it to the competition address and Cup Final glory could be yours! Remember – you haven't got any time to waste!

ANSWERS: A) B) C)

NAME ....

ADDRESS ....

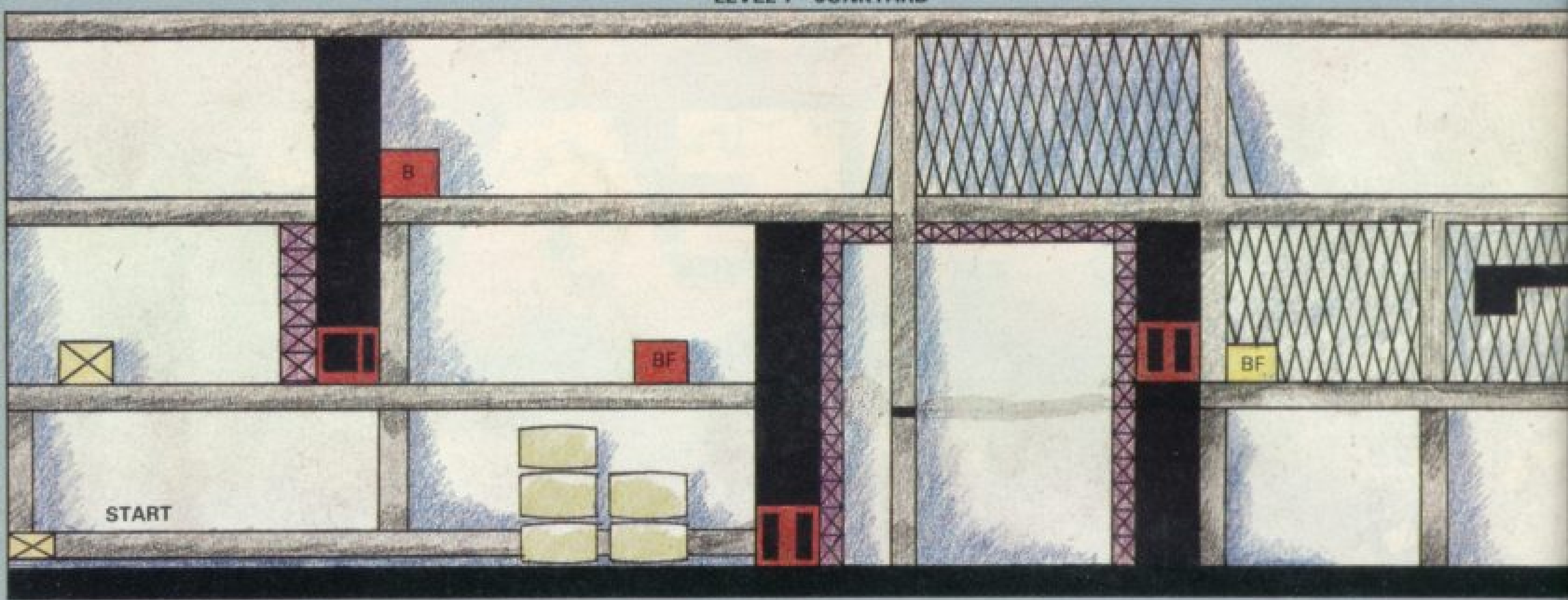
.... **POSTCODE** ....

Send your entry to: EEEEEH David I'm Over the Moon! Contest, Sinclair User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is May 31st. David Coleman and all employees of EMAP, Audiogenic/Supersoft and Bouncy Footballs Ltd are completely sent off on this one Brian.



RED HEAT
The heat is on ... and the chase is in full cry as East and West join forces to hunt down a Soviet drugs-dealer. The two detectives; one Russian, one American have very different methods of capturing their prey, but together they face the worst of Chicago's underworld – street fights, the 'Cleanheads'
gang, gun fire and a breath-taking bus chase. The hottest film tie-in to date – it's all action with stunning graphics – feel the heat – RED HEAT.
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AMIGA £24.99
MOSCOW'S TOUGHEST DETECTIVE. CHICAGO'S CRAZIEST COP.
THERE'S ONLY ONE THING WORSE THAN MAKING THEM MAD...MAKING THEM PARTNERS.
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Telephone: 061 832 6633
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LEVEL 7 - JUNKYARD

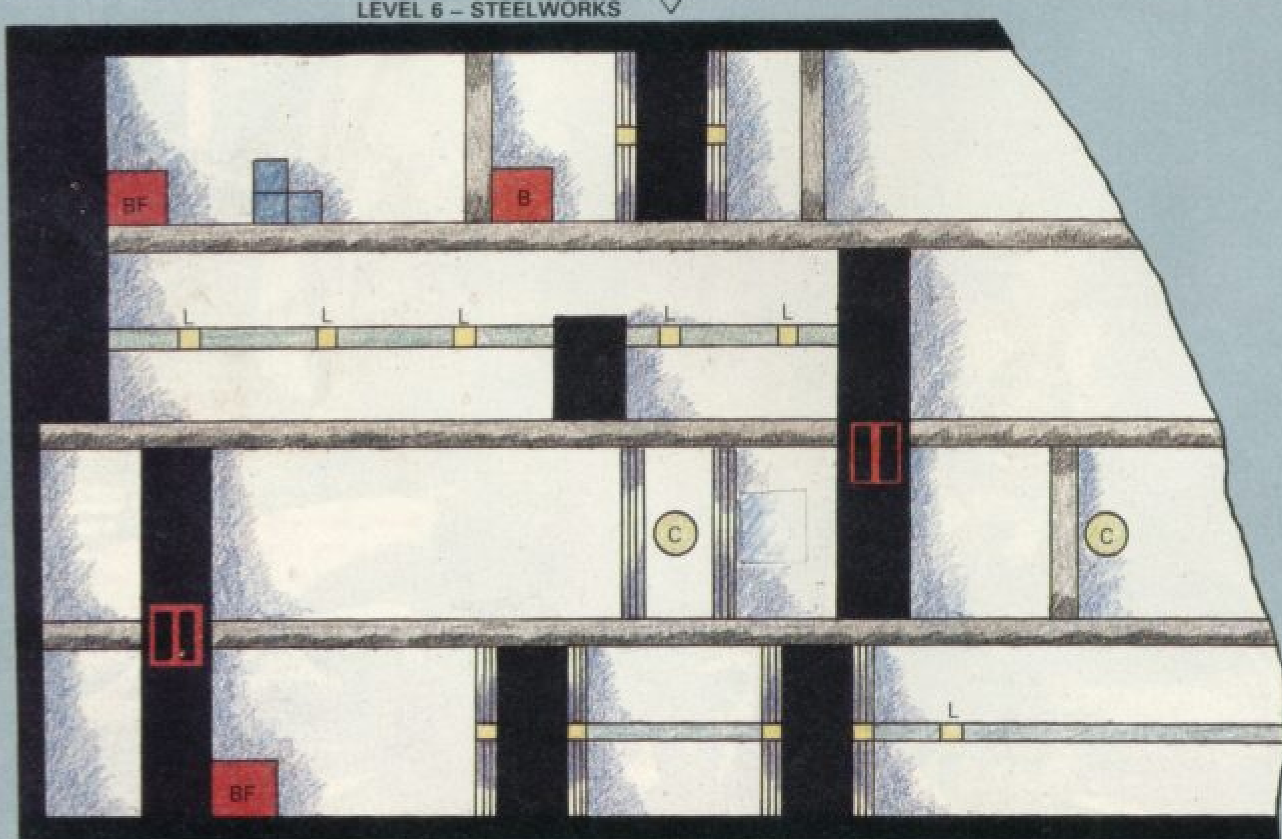


KEY:

B	SINGLE SHOT BULLETS
MB	MISSILE/BULLETS
SG	SCATTER (3 SHOT) BULLETS
(cannon symbol)	ANTI-TANK CANNON
BF	BABY FOOD
R	ROGUE (LEVELS 1 & 3 ONLY)

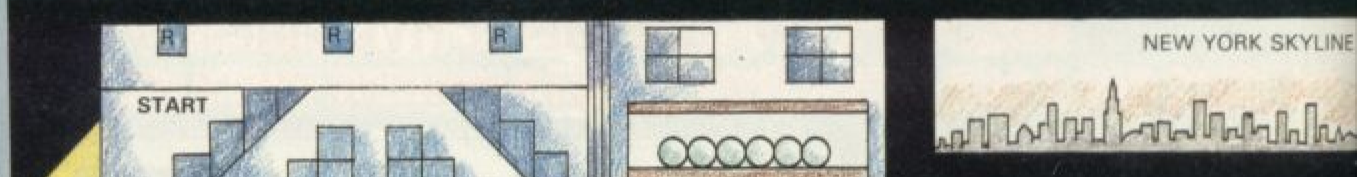
LEVEL 6 – STEELWORKS

START

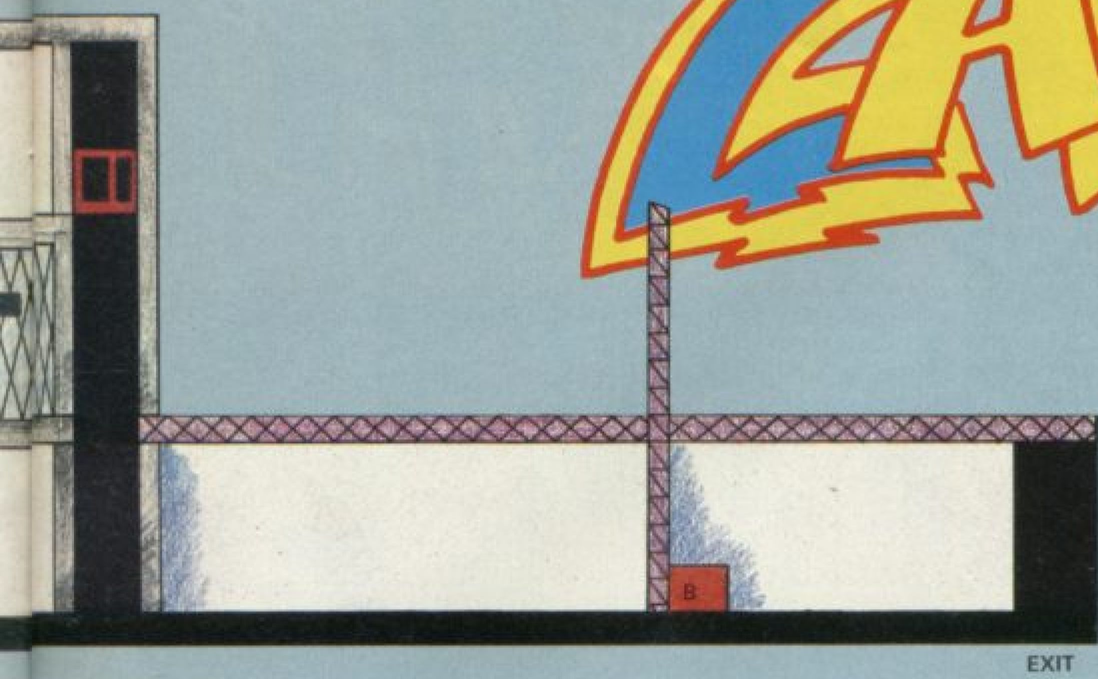


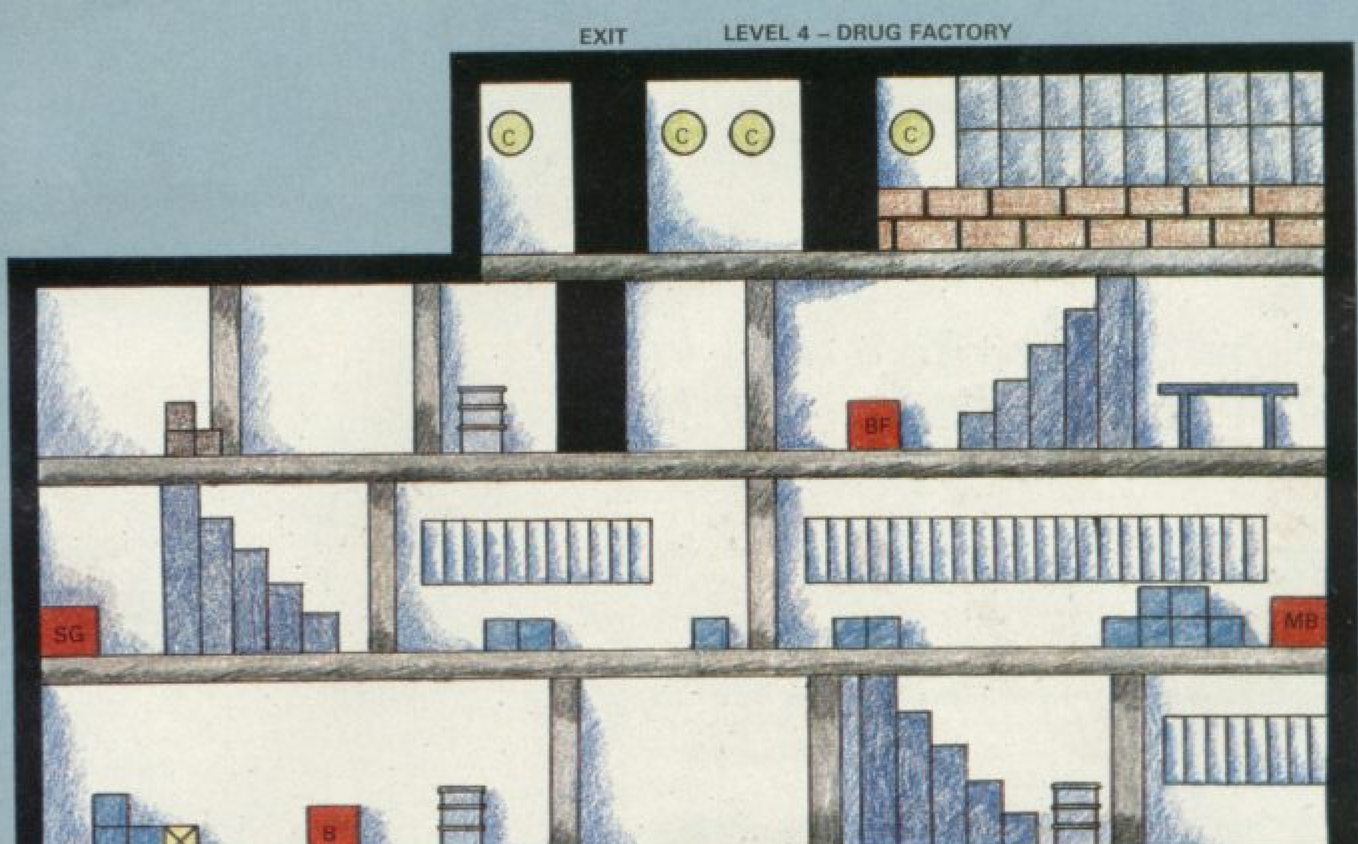
EXIT

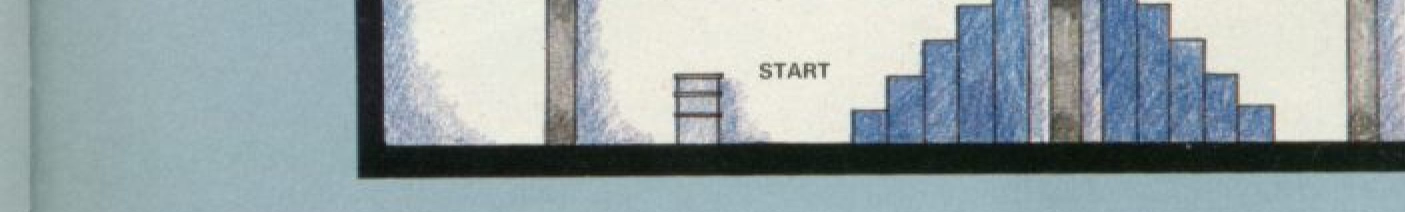
LEVEL 3 – S



MOTORCYCLES BF

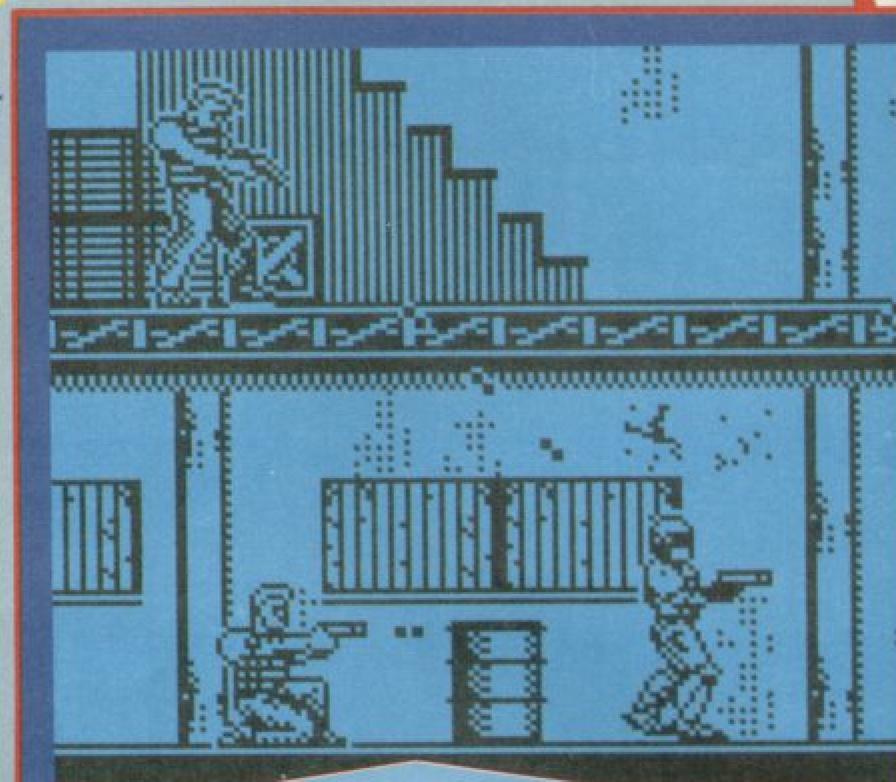

B
EXIT


EXIT
LEVEL 4 – DRUG FACTORY
C
C
C
C
BF
SG
MB
B
START
BF


ET/GARAGE (MOTORCYCLES)
R
R
R
R
R
GARAGE
FORECOURT
EXIT
MB
BF

3 ZAPCHAT

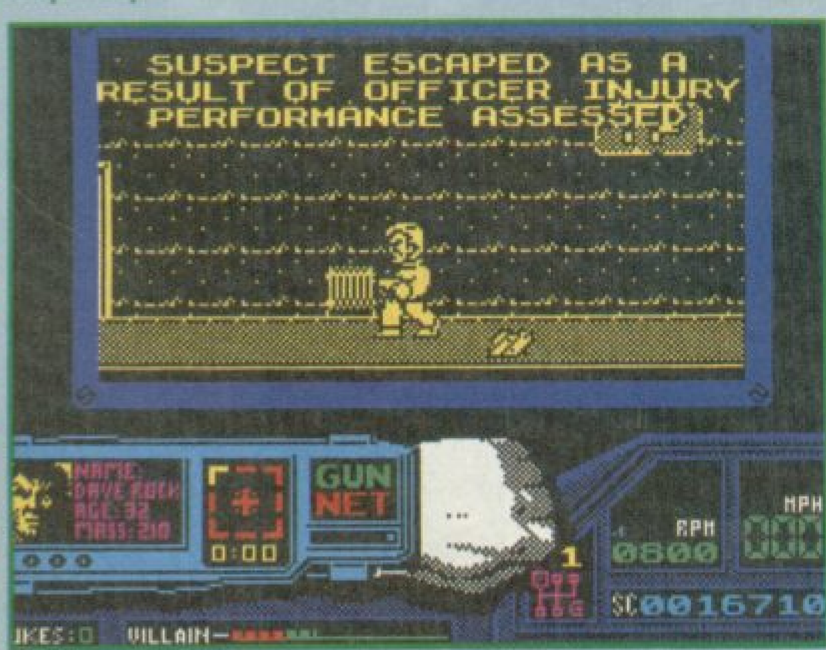
'When you've been living in bear country for so long, you become wary of strange caves' someone once said in a mysterious and slightly sloshy voice. Well, last month, 'as the so-called story goes', SU hack and well known patron of the arts Jon 'Hello it's Jon' Riglar had the dubious pleasure of hot-footing it straight from his melting typewriter, after completing last month's momentous Zapchat and other so-called 'enterprises' (i.e. doing a bot of shopping at the Co-Op and picking up the latest issue of 'Performance and Ruddy Fast Car') to his local waterhole only to find himself witnessing a beauty contest. Not one to rest on his laurels (because he can't find 'em) Jon, whose ability to bore entire saloon bars to death is legendary, shouted 'Ooooh atmosphere, I lurrvve ah party with atmospheeere' and was promptly nominated as a guest judge. After sitting through a whole ten minutes of rumpoid on legs 'performing' like a troup of belly dancers, a suitable warped Riglar did us proud and registered his vote by shouting 'No 2! No 2!' loudly from the bar in a voice so velvety and caressing that he could announce bingo numbers and make grown men cry. No 2, a local lass (splutter!) called Claire Goulden won of course, so Jon would like to say 'Congrats and good luck in the next round and see you outside the chippy at eight' but as is the 'style' of this cove he will probably say something like 'Now back to topless darts at Rohampton.' (I'm not printing this sexist garbage Riglar . . . Is that her then? . . . Um . . . Okay then why not? . . . GT)



GIVE ME MY RUDDY WAD JON UPDATE

Man in charge of writing titles in bold capitals: Jon 'I'm Brian and so's my wife' Riglar

Bang up to date with this month's map. Mark 'Ere no 'ere missus' Padgham from good old Plymouth (well, it's certainly old, I'm not too sure about the good business mind) has mapped out levels 1 to 5 of *Technocop*. So grab your copies and cast your peepers over the saucy details. for his 'efforts' Mark wins himself (which is a pretty horrible thing to win. Gettit? No? Fair enough) 50 earth pounds and a penny chew. The whole lot should arrive around Christmas time if staff wage cheques are anything to go by. (I shall look into this with our accountant down the cycle shop – GT).

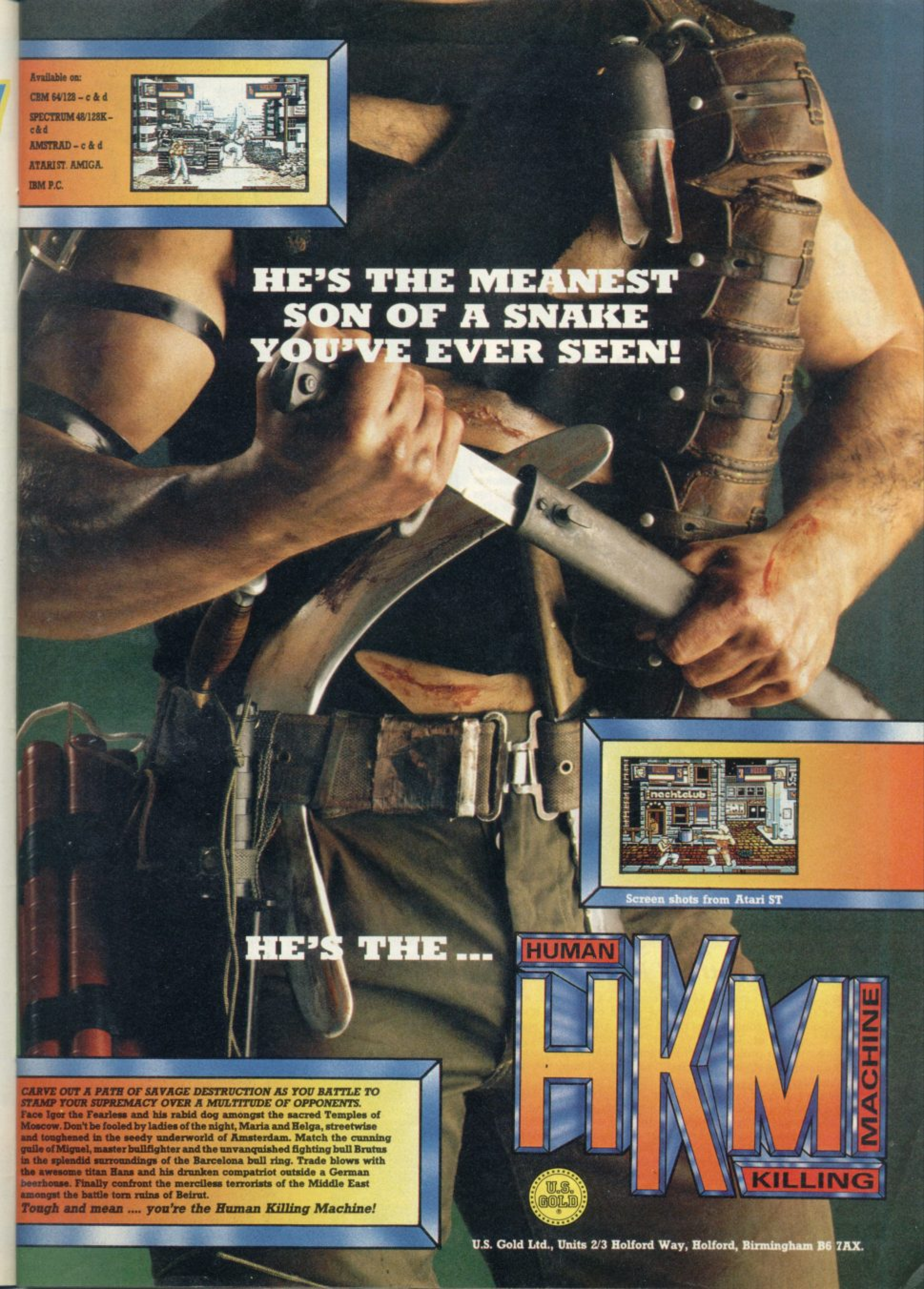


YES I RUDDY WELL DID JON

Man who fancies Claire Goulden: Jon 'Without an h if you please' Riglar

What could be more lovely, more saucy, more sexy, more wooodlyscruptious, more anything else you care to mention than opening up the latest copy of SU (whether it's delivered by your own local Postman Plod or some breezy little tweating of a schoolgirl) and turning to Zapchat to find your wondrous name and high score has been literally scratched into the paper which, when stapled together and individually coloured in by Tony 'I'm not going to bother phoning you up anymore' Dillon goes to make up this wonderful 'tome'? Well, quite frankly, who cares if you can find something else. No, who cares? Yes, who does? (Don't labour the point – GT) Here at SU we don't really want to hear about it. Instead we want your high scores, and we want them by the shedful if you'd be so kind. Everybody who sends their score in will receive a nice pat on the back and you can then walk around all day feeling very chipper indeed!

ROBOCOP	85,100	David Aitken
OP WOLF	290,300	David Aitken
OUTRUN	1,377,710	Mark Evans
720°	122,290	Mark Evans
OUTRUN	2,502,700	Geoff Allen
OUTRUN	1,209,340	Peter Vosper
ROADBLASTERS	69,840	Mark Evans
ROADBLASTERS	89,540	Bob Goldsmith
BATMAN (2)	Completed	David Ricks
BATMAN (2)	Completed	Jim Cocks
BATMAN (2)	Completed	Tango 8 (??!)


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4 ZAPCHAT

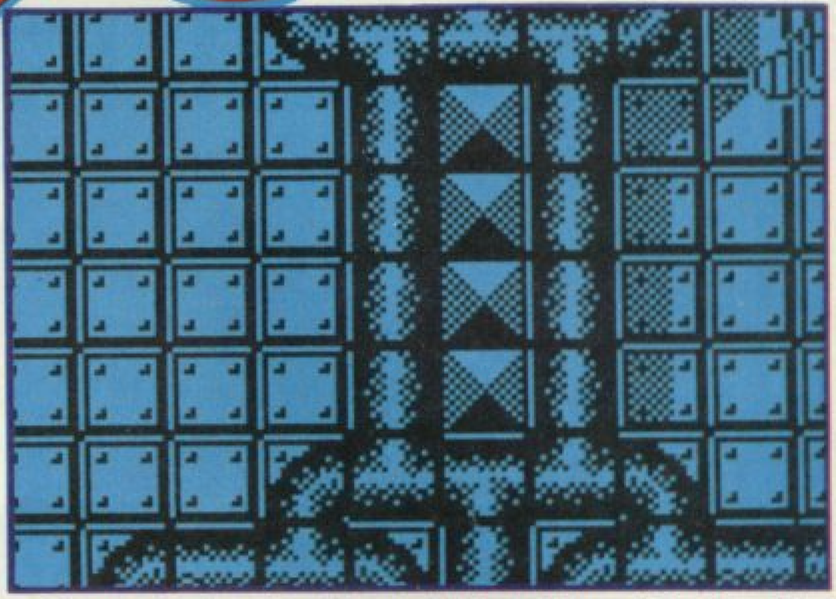
READER'S BIG 'COVE' (I.E. FIVE)

Sinclair User Chemist: Reginald Pugbuttock B.Chm, B.Dsc after 6 pm B.Sw

Okay, so you thought you had caught us out last month when, totally on purpose of course, we actually printed two charts instead of only one as is our normal 'cove'. Well, suck on your own eggs missus, 'cause this month we are totally normal. Totally. Not one flaw, not one scratch, not one perv-shaped tobacco smoker in sight. No way. So listen here. This 'er chap called Orcun Kolcu has sent in his top five. He has, honest. It IS a real name. Honest (The mind boggles – GT).

1	QUAZATRON	Hewson
2	ACADEMY	CRL
3	ZYNAPS	Hewson
4	CHAOS	Games Workshop
5	TURBO ESPRIT	Durell





Okay, so they're also a bit out of date but there is the time delay to think of, and the price of trees, and the size of rabbits, and . . . (Well this isn't quite on frankly – GT). To get your chart printed, stand on your head and write the titles of your top five games ever ever, then shout 'We are the Knights that say Ne' and send your offering off to 'There's far too much grog swallowing and girlie kissing for my liking' followed by the usual what not. Sharpish pal!

RUDDY QUICK TIPS SECTION

Man at Radioactive Gargoyles from Venus Ltd: Section writer: Jon 'Cheers then' Riglar

This month's Quick Tip Section concerns a wondrous little piece of totty which goes under the name of *Ocean*. It's a zoom, zoom, blast, zoom sort of game which, a wee while ago, earned itself a rating of 75 in this very magazine which means its programmer has probably earned himself quite a fair packet of a 'bob by now. So if you see Rob Gill buying a Wimpy tell him I've printed his tips.

1 There are eight levels in all. At the end of the eighth level there is a congratulations message. After the message the game stops, the player having completed their mission.

2 General tactics: The speed up facility does not speed up the ship, but speeds up the missiles and laser shots, so that they can travel up the screen faster. The lasers and missiles can be increased from one shot to quad shots. If the player keeps their finger on the fire button for those weapons then the fire rate is slow (until the 'F' icon is collected). However, pressing rapidly on the fire button increases the rate of fire somewhat.

3 Blank symbols which appear under pyramids stop the gun emplacements from firing temporarily. Also, lose a life and the fire power of the ship is decreased one level on either missiles or laser capability (random choice).

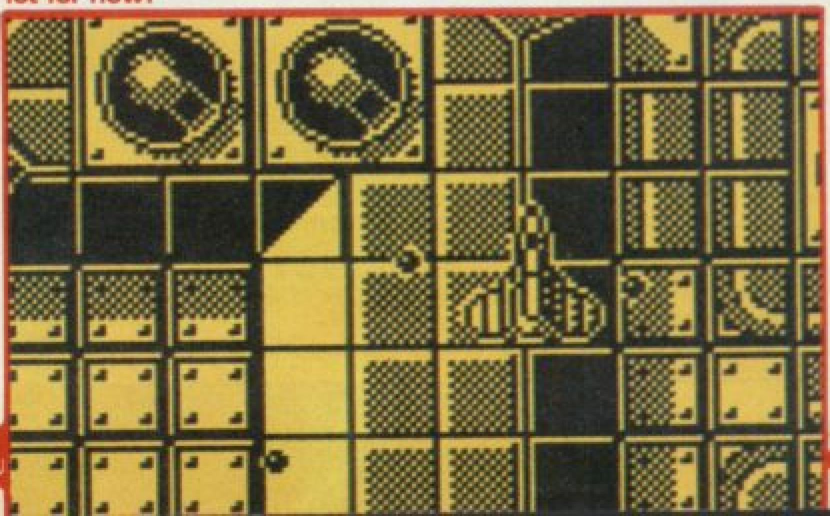
4 A Steve bonus is obtained for shooting approx 80% of the aliens in two consecutive waves. 32 Fred bonuses are obtained for shooting each bubble that the intermediate demon fires (up to a maximum of 99 bonuses). Each bubble takes six laser shots before going to the great bubble in the sky so only attempt to destroy them with lotsa fire-power (bleel)

BASIC TACTICS

Level 1 tactics: At the start of the level collect the 'P' icon, which is an extra life. Then shoot the first three pyramids and collect the symbols under them ('L', 'M', 'S'). Then allow yourself to be killed, before collecting any other symbols. Repeat this procedure again. The next time you start from the beginning, shoot the pyramids and collect all the symbols again. Now you will have double lasers and missiles, both at the faster speed (due to the 'S' icon).

A general hint for playing throughout all the levels is to stay at the bottom of the screen as much as possible, until you learn the landscapes. The gun emplacements fire when you are close to them, so staying down the bottom of the screen gives you time to see them and shoot first!

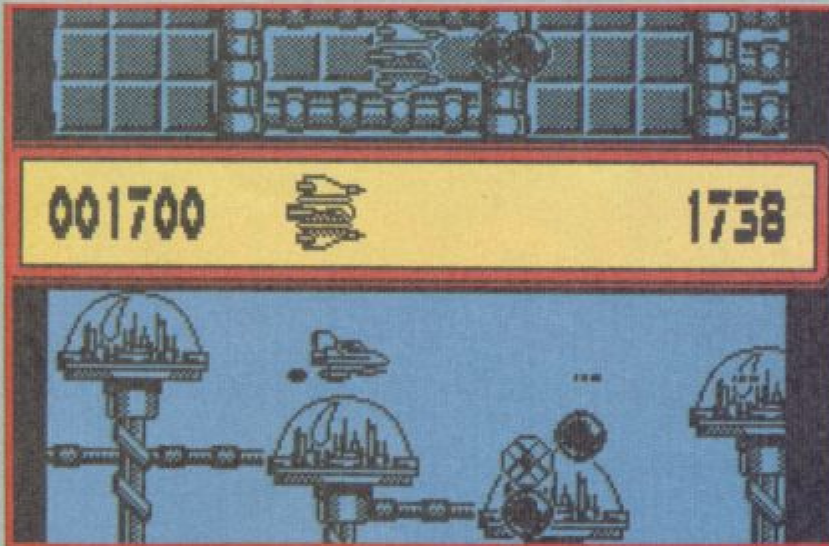
The end of level 1 demons are two tame snakes. They do not fire at you, but collision is dangerous. Use the shield as protection here. To kill each snake it must be shot 24 times in the head. And that's yer lot for now!



GAMES REVIEW!

SANXION

Cor, this has been a while coming, hasn't it. I remember a while back when it appeared on the C*mm*d*r* 64. What a game it was. Fast, smoothly animated sprites and stacks and stacks of playability. Now, after many promises, **Sanxion – The Spectrum Remix** has arrived, and by remix, there are a few remixes. A few changes have been made.

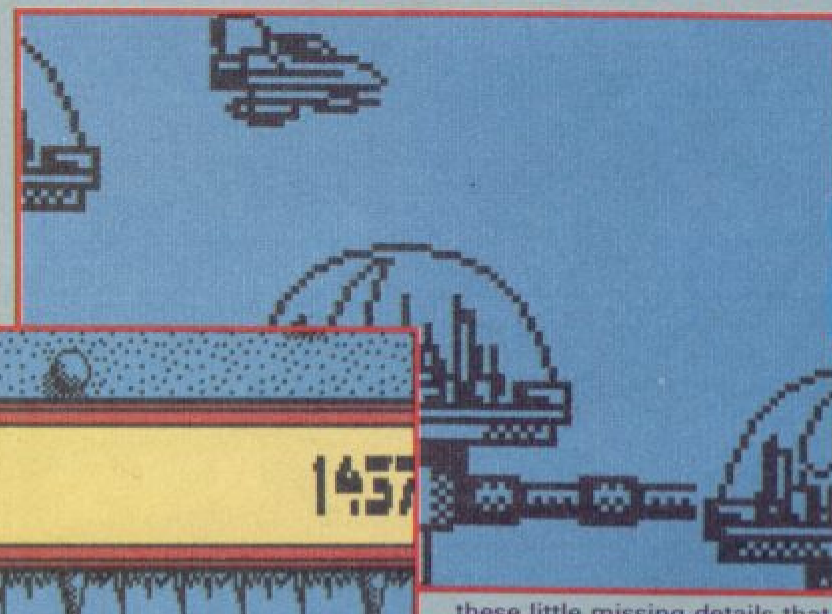


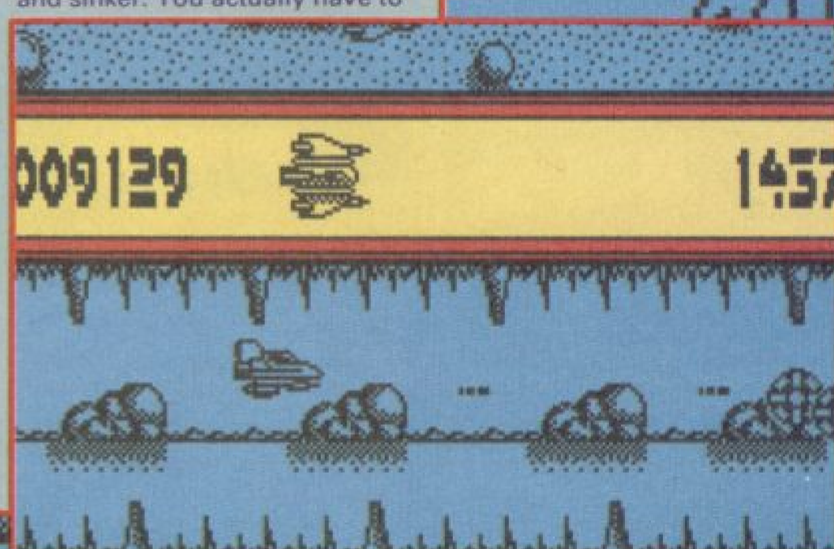
The objective: Fly through the eight levels from left to right blasting all the aliens that appear. You have a time limit, but this only affects the size of the bonus, if any, that you get at the end of the level.

The screen is split into three windows. The bottom one, measuring up to just under half the screen. This is the first of many problems. The middle window is the status window that shows the score, bonus, etc. The top window contains the scanner which is a top view of the game and allows you to see aliens before they appear in the main playing area.

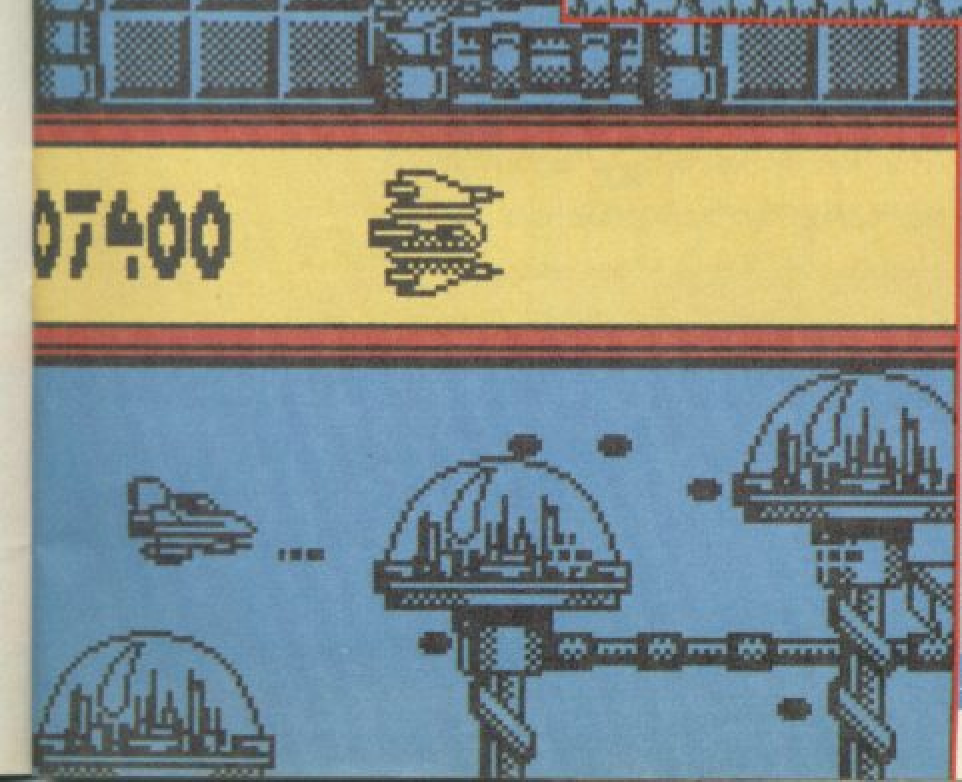
Now, I mentioned there was a problem, and I wasn't lying. The graphics are quite large, and so movement is restricted. This is already affecting the gameplay. Now, let's mention the collision detection. I feat that the masking on the sprites may be a little over generous. Bullets have about a six-pixel leaway on either side of the ship, which means that steering your way through anything more than one bullet becomes impossible. Another problem caused by the collision detection comes to light right from wave one. The first wave consist of a string of five aliens that altogether span the entire height of the screen. Obviously one of them has to be shot out so that you can get past, being as they are the same size as you. But no, I was lying, and you all fell for it hook line and sinker. You actually have to shoot out **two.** See what I mean.

Another thing that's missing is the adjustable speed. On the 64 version, the further right you moved your man on screen, the faster the screen scrolled. It's these little missing details that spoil a really good conversion.





A monochrome screen display and static sprites make it look a very dull game, and sadly I have to admit that the way it looks doesn't really come up to much in my estimation as a Spectrum SEU■



ARCADE REVIEW

FAX BOX

SANXION – THE SPECTRUM REMIX
Label: ***Thalamus*** *Author:* ***SoftStorm Developments*** *Price:* ***£8.99*** *Memory:* ***48K/128K*** *Joystick:* ***None***

GRAPHICS	SOUND
71	70
48	72
PLAYABILITY	LAST ABILITY

Average shooty affair. Lacks frills.

Reviewer: Tony Dillon

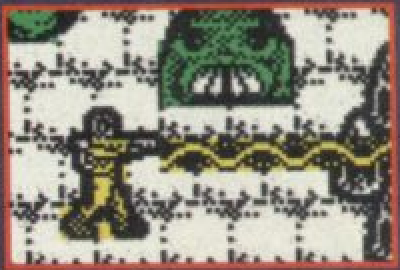
OVERALL **70**

10 20 30 40 50 60 70 80 90

GAMES REVIEW!

THE REAL GHOSTBUSTERS

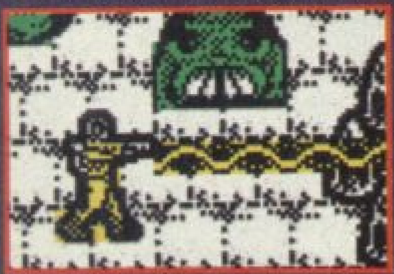






Who ya gonna call? Well, not the Ghostbusters. **The Real Ghostbusters** in fact. It has to be said that I don't really understand the link or difference between Ghostbusters and **The Real Ghostbusters**. The most important difference between the *games* is that the first one which Activision brought out about three years ago was released was deemed to be pretty good though over-hyped, whereas **TRGB** has hardly had any exposure so far and isn't as good.

The ghosts are playing up again. It's up to the Busters to give them a good seeing to. Well, a good sucking to be precise (Fyak fnurk etc). Once you've got them in your sights you whack then with your plasma beam and suck them into your back pack. Once you've got enough ghosts in your pack, you've got to despatch them before moving to the next level.



All pretty straightforward on two fronts. While some of the ghosts are in "ghosty" form and just waiting to be sucked up, most of them are half way between ghostdom and monster-state. They'll attack you, slime you and otherwise resist capture. The other problem is that there are simply too many ghosts to handle at once. While you're holding down the fire button for a second or so in order to activate the Proton Beam, enabling you to capture incapacitated ghouls, you can't shoot the other monsters which will be attacking you. Some pretty shrewd strategy needed here.

Real Ghostbusters wins and loses on the presentation front. The graphics for the monster/ghosts are fab. They're colourful, and really look like the characters in the cartoon. Unfortunately, they all carry black mask-lines and suffer from attribute clash. I also feel that the nature of the screen layout, half plan-view with a side on presentation of the characters, could well have been improved. Even isometric 3D would have been better than this.

The animation is shaky to say the least. From time to time the guy you control simply appears in anothei position. I think there's a lag in the motion control and the machine registers your moves without updating the position of the character.

The further into the game you get, the tougher life becomes. You become even more heavily outnumbered and you'll have to start working out where the ghosts will and won't go, and try to herd them into trap areas.

Amongst the oil barrels and wheel-barrows scattered throughout the play area are these vital objects which make your life just that little bit more bearable (Scoth, fags, etc. AS) like a super-shot rifle and even a friendly ghost which acts as a slimey guardian, fending off some of the bad guys while you do your work.

So what's the verdict? There are nice touches, but for every plus there seems to be a flaw■



ARCADE REVIEW

FAX BOX

REAL GHOSTBUSTERS *Label:* ***Activision***
Author: ***IN-house*** *Price:* ***£8.99*** *Memory:* ***48K/128K*** *Joystick:* ***Various***

Adequate conversion of TV cartoon. One for the fans only

GRAPHICS	SOUND
65	70
60	64
PLAYABILITY	LAST ABILITY

Reviewer: [signature]

OVERALL 65

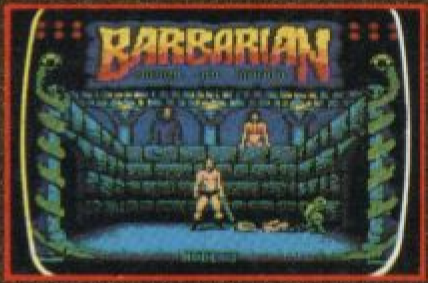
10 20 30 40 50 60 70 80 90

The CRUCIAL COMPILATION

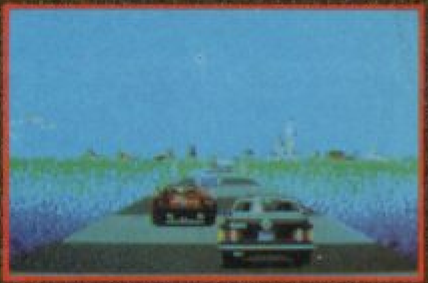




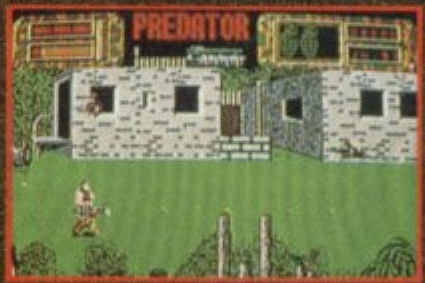
GRYZOR Featuring all the game-play of the arcade original. Gryzor takes you into a thrilling alien world of force fields, fanatical guerillas and strange enemy defence systems – but you have the fire-power and maybe, with a 'little' skill, grit and split second timing, you can infiltrate the aliens' headquarters. Play Gryzor once and you'll be hooked!
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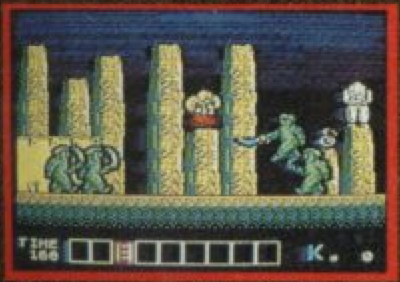
BARBARIAN THE STORY SO FAR... The evil sorcerer Drax has agreed that if a champion can be found who is able to defeat his demonic guardians, the Princess Mariana will be released. From the wastelands comes an unknown barbarian, a mighty warrior, wielding his broadsword with deadly skill. Can he vanquish the forces of Darkness? ONLY YOU CAN SAY...
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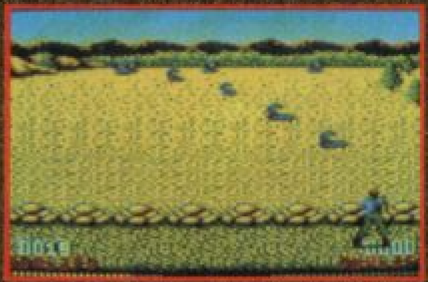
CRAZY CARS You are racing in the world's craziest race: "The American Cross Country Prestige Cars Race". If you are able to complete the race before the time runs out, you will get a faster car. You start with a Mercedes 560 SEC, and only the world's best drivers may drive a Ferrari GTO.
PREPARE TO START, READY? GO!!!
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PREDATOR You've heard about Predator, the Schwarzenegger movie – now you can play the leading role. Take a crack commando unit into the South American jungle to rescue a bunch of trapped diplomats. Should be easy enough...and so it would be, if it weren't for the mysterious alien who keeps on taking out your men.
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KARNOV Join Karnov, the fire-breathing Russian stongman, on his hazardous quest to defeat the evil dragon Ryu and find the Lost Treasure of Babylon. Karnov is a vast 4-way scrolling game that combines both strategy and fast action in nine challenging levels of gameplay. It is recognised by arcade addicts everywhere as one of the best games of its kind. Karnov also has something special in the way of characters – have you ever been killed by a skeleton on an Ostrich?
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COMBAT SCHOOL Konami's arcade hit now for your home micro and already a No. 1 hit. Seven gruelling events featuring the Assault Course, Firing Range, Arm Wrestling and Combat with the instructor himself! Combat school throws down the challenge to the toughest of thoroughbred gamesters.
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TARGET RENEGADE Every move you make, every step you take, they're watching you. Fight your way through the precinct – the back alleys, the car parks, fight your way through the villainous community, the skin-heads, the Beastie Boys, the bouncers. This is just the tip of the iceberg on you chilling quest to confront "MR. BIG".



PLATOON Lead your Platoon deep into enemy territory, you can almost feel the humidity, sense the threatening dangers as you encounter the enemy and his many booby traps. Having found the underground maze of tunnels, enter at your peril! Enemy soldiers lunge at you from the murky waters within, but this is the only way you can find vital information. If you come out of this alive, you'll be just one of the few!
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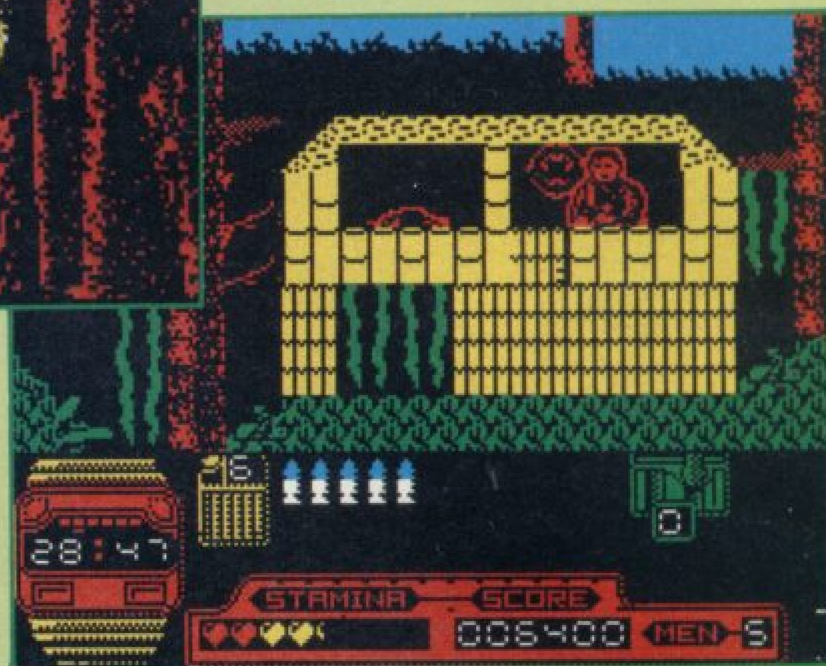
Ocean Software Limited · 6 Central Street · Manchester · M2 5NS · Telephone 061 832 6633 · Telex 669977 OCEANS G

GAMES REVIEW!

BUTCHER HILL



Well, flip me if it isn't a real man's life in the President's Own Royal Highland Cong-Shooters. You've just finished blasting one nest of Commies in **Platoon**, when you're called back to finish the job in **Butcher Hill**, Gremlin's multi-stage 'Nam epic. All the familiar elements are there; gunfire, bombing, jungles, instant death; they're just arranged in a different order.





Butcher Hill is a three-stage arcade extravaganza written by Imagitec, who were responsible for the Spectrum version of the remarkable **Captain Blood**. **Butcher Hill** isn't so innovative, but apart from some minor faults it's a workmanlike effort.

Part one sees you steering a motorised dinghy along the swampy waterways, searching for a jetty. The river is blocked with rocks (which your craft can bounce over), reeds (which slow you down and sap your energy), and mines (which blow you to bits). Unfortunately, it's very difficult to distinguish one



type of object from another, so it's easy to blow yourself up on what you thought was a patch of weeds. To make things worse, planes zoom overhead, dropping either ammo supplies or bombs which look like squashed seagulls. You can pick up ammunition along the way, which you use to blast obstructions, but it's used up very quickly, and some has to be saved for the next stage of the game.

Once you reach a yellow jetty, you can come to a halt, disembark and head into the jungle. The first section, then, suffers from confusing graphics (and, incidentally, jerky scrolling and slow control response), but fortunately things get better from there.

Part two is a jungle maze represented in an unusual 3-D form. With the aid of a compass you should have picked up in the river section, you head North-East towards the enemy village. Every so often you come to a clearing where the action gets heavy as you take on the enemy forces; steering your gunsight around the screens, you bump off the enemy snipers as they pop up from windows or behind trees. This bit is pretty similar in intent to the shooting range section of 19 Part One – Boot Camp, but it must be said that the **Butcher Hill** version isn't as smooth or graphically detailed.

If you make your way through the jungle without stepping on too many landmines or falling prey to snipers, you finally reach the enemy village. Here your aim is to rescue prisoners, using your machinegun and grenades to eliminate enemy soldiers and blow up buildings. Destroy the lot and the game's over, and you are rewarded with a final victory screen.

Apart from the disappointing first section, then, **Butcher Hill** is a decent piece of work. Without the attraction of a big licence or obvious new idea, it maybe won't do as well as it deserves, but give it a go; there's plenty in it to keep you occupied■

ARCADE REVIEW

FAX BOX

BUTCHER HILL Label: *Grelim Graphics* Author: *Imagitec* Price: *£7.99/£12.99* Memory: *48K/128K* Joystick: *Various*

GRAPHICS	78
SOUND	60
PLAYABILITY	60
LASTABILITY	60

Reasonable but not awe-inspiring three-part war epic.

Reviewer:

OVERALL 65

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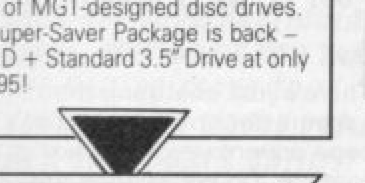
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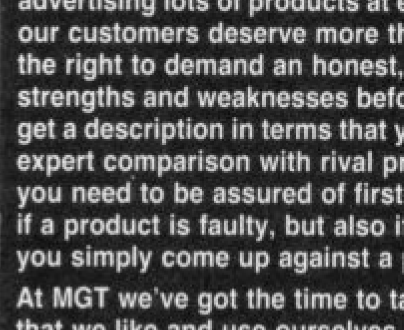
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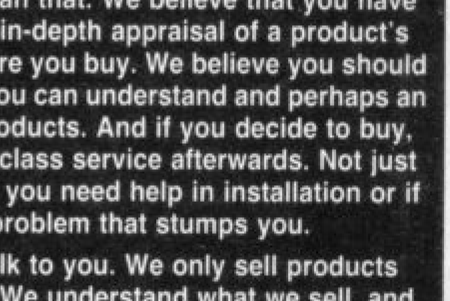
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MGT MILES GORDON TECHNOLOGY



Kamikaze Bear, we're afraid is still under intensive "supervision" at the Golden Dreams Home for the Seriously Unhinged. In his absence we've managed to get someone to fill in. He needs no introduction other than; we're sorry but it was at short notice.

Hi you crazy, er, dudes! Yes sir! I'm the baddest bear in these parts, if that's alright with you! Whoop! Well, okay, I'm not really the Bear. Fooled you eh? What with Kami having all that electric shock therapy and all he can't make his paws grip, so he's asked me to take over for a while. I think I can get the hang of this pretty quickly, **man.** See what I mean. Oh, my name? Bear. Lionel Bear.



You printed my **Deviants** map in the March issue, but you mixed the names up. My name is Robert Cubley, not Einar Vaagland and I come from Yorkshire not Norway. Thanks for the £50. I'm putting it towards a disc drive. I think SU is brill, especially the megatapes, but why aren't there inlays for all of them?
Robert Cubley
Yorkshire

● OOPS, MAN. I SUPPOSE WE OUGHT TO CHECK OUR GEAR BETTER, DUDE. ANYWAY, IT'S A DASHED EASY THING TO MISTAKE YORKSHIRE AND NORWAY. SIMILAR ACCENT.

Jennifer Chan's poetry (February) was so cool it inspired me to write some of my own. Please print it as it took me hours to do. Well, minutes anyway. If you don't then I'll personally come round to the SU office with my machete and two RPG rocket launchers. So be warned!

R-Type
R-Type is not a winner
When you're about to eat your dinner!
Writhing aliens make you sick!
So you'd better shoot them quick!

Ode To Sinclair User
Sinclair User is so cool.
Buy it if you're not a fool.
Kamikaze beats the rest,
His letters page is the best.
The megatapes are really ace
If you don't agree get outta my face!
With pokes, playable demos and a game,
No other tapes can be the same.
The mag has up to the minute reviews,
posters cartoons, news and previews,
So lissen here when I say,
SU's the best, get it today!

Wendy Drudge
Isle of Wight

● ERRRRRR

I'm complaining about those awful games on Megatape 13. First of all, **Phantom Club**. I read the instructions and thought "Well rocket play is mega pooh". I've asked all my mates and they all agree. We've programmed better ourselves. But the worst game I've ever seen is **Escape**.

Straight away, no picture. That put me off for a start. Then I found a trap door. I tried everything, then I turned it off because you've either got to be square or mad to play this.
Daniel "Rocket" Duke
Kent

● WELL RAD, DADDY-O! THANKS STAX, MAN. GLAD YOU DUG IT.

I'm a grat fan computer and I have Sinclair ZX Spectrum. Now and then I may scan foreign magazines where I encounter by address your Sinclair User. Unfortunately there are but very informations and wanting to get more informations. I ask you, please, for detailed informations. I believe that I can expect your understanding that in a short time I shall be given possibility to enjoy your delivery. I thank you in advance and remain with many regards.
M Kristofavic
Bratislave

● ALAS WE INFORMATION LACK NO UNDERSTANDY. WE'RE HAVING MUCH REGRETFUL.

Tell me why that in the top 20 games chart in February the game **Double Dragon** got awarded a classic but in the March edition it had no classic sign next to it? Anyway stay cool and print this letter and I'll buy next month's magazine.
Cool Rye
Lancashire

● AAAOOOOWER! THE CLASSIC WAS COOLING DOWN BY THE POOL WHEN IT WAS ZOOMED BY SOME DRAGON MEN, MAN. IT HAD TO SPLIT ON, ER, OUT.

Thanks for the adventure on Megatape 13 (at last!). I also enjoyed **Phantom Club**. Just one complaint – **Escape** was too easy. Can we have a more difficult one please? Here's the solution. If you don't want your game spoiled, don't read this: Go West, go north, play piano, go east, go east, cast Police Spell, unlock safe, go south, go south, cast Buby Spell, go west, go west, examine bed, go east, lift calendar, shake calendar, eat dates, go west, sleep on bed, go east, go north, lift candle, cast Swan Spell, go east, go east, lift lamp, rub lamp, take can of oil, cast Dallas Spell, go west, go west, move table, oil hinges, open trapdoor, go west, cast Heinz Spell, go west.

Looking forward to more good megatapes. Thanks for a great mag.
Susan Class
Yorkshire

● AW, SHUCKS, SUE. I'VE COME OVER ALL RED AND EVERYTHNG. OOPS. SORRY, I MEAN CHILL OUT, GIRL! ENOUGH OF THIS PRAISE. A GUY CAN ONLY TAKE SO MUCH, ALREADY. GLAD YOU LIKED THE ADV ON THE SPOOL, CHICK. WE'LL BE PUTTING ANOTHER ADVENTURE ON A TAPE PRETTY SOON, YOU'LL BE JOLLY PLEASED TO KNOW, MAN.

Oi! Kamikaze I was looking at your mag (borrowed off a friend, cos I've got an Atari ST) when I noticed that most of your games reviews weren't in colour. Come on, this is crap! Robert Campion of Essex also complained about this so for my friends sake, here's my threat: **XXX Multiple orafice widening expletive suggestions deleted XXX**
Samir Al-Amar
Hampshire

● MY LORD. THIS IS A BIT STRONG, ISN'T IT? I MEAN, ALL OF THEM? ANYWAY, WE'VE BEEN LAYING THE CRAZY COLOUR PAINTS ON EVEN HEAVIER THIS MONTH, BRO. TWO MORE CRAZY PAGES OF COOL CRAYOLA. ALRIGHT? WE'RE TRYING TO BLAG THE DOUGH FOR MORE AND WHEN WE GET IT, WE'LL GIVE IT TO YA.

There's just one thing that seems abnormal with your **Escape** adventure on the last Megatape. Do we assume the author a) had a sudden nervous twitch, b) got carried away with the word Spectrum, or c) was he half Japanese, Welsh and German and knew only one English word?

While excitingly playing on this weird and wonderful game, you might even encounter the word PLAY. Perhaps this turns the author on, or something. Please tell me what's going on, other than suggesting to hang loose like you did last year.
Anthony Templeman
Surrey

● UM, HANG LOOSE, HOMEBOY AND I'LL CHECK WITH YOU LATER. OR SOMETHING.

Dear Bear, In you mag there's something wrong; all the Italian mages are 27 x 12 cm and so my magazine-shelf is 28.5 cm high (about 11¼ inches). SU is approximately 11¾ inches high . . . PLEASE make your mag ½ an inch shorter.
Niccolo Rigacci
Firenze
Italy

TO THE BEAR!



You got a comment? You got something to say? You got an opinion about what's good and bad. Wanna praise the mag? Wanna heap some indignation and kick a few butts? Don't keep it to yourself, just put your thoughts down on paper and TELL IT TO THE BEAR!

Kamikaze don't mess around. I'll print anything that got something to say with a name and address on it (No address no printy yellowbelly) you jus tell me all about it and send your message to 'Tell it to the Bear', SU Central, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU

● NICCOLO, MY LITTLE PIZZA, MUCH THOUGH WE'D LIKE TO HELP YOU, IT WOULDN'T BE PRACTICAL TO SAW HALF-AN-INCH OFF YOUR PARTICULAR ISSUE. WHY DON'T YOU TAKE THE NAIL SCISSORS TO IT YOURSELF, OR MAYBE PUT IT IN A STEAM-BATH UNTIL IT SHRINKS? IF ANYONE ELSE HAS ANY SU-SHRINKING METHODS THEY CAN RECOMMEND TO NICCOLO, PLEASE SEND THEM TO US WITH A £10 NOTE WHICH WE'LL SPEND ON POT NOODLES.

Cheer up! Half the idiots that want to kick the stuffing out of you are either joking or just plain crazy! Personally (sorry about the ol' intellectual words) I don't believe a thing those swine in the "K.B. Headlines" said about the Bootees for Babies Stuff. Yeauch! Flob! Someone pass the aspirin! I can't wait till you make your reappearance in za pages of SU.
Daniel Hedley
Maidstone
PS. Where the hell do I get Garfield?

● I'M VERY SORRY, BUT I'M LOST. APPARENTLY YOU CAN GET GARFIELD IN MOST SHOPS.

No beating about the bush – this is my Top Ten Codemasters Simulators:
1) Total Waste of £2.99 Simulator
2) Advanced Simulator Simulator
3) Pro Simulator Simulator
4) Simulator Simulator (incorporating crackly sampled speech)
5) Skoda Simulator
6) Pro Sueing Two Innocent Old Ladies Over A Measly Two Quid Simulator
7) Advanced Printing Exagerated Cliches Next To The Screenshots Like "Expert Sound and Graphics" Simulator
8) Keep It In The Family (oo-er) Simulator
9) Pro Electric Wheelchair Simulator
10) Super Stuntman . . . (?!?@£??)
Simon Bennett
Midhurst

● THE FUNNY THING IS THAT ONE OF THOSE TITLES IS ACTUALLY GOING TO APPEAR LATER IN THE YEAR, SO WE'RE TOLD. BUT WE'RE NOT GOING TO SAY WHICH ONE.

Dear Teddy, I claim to be the first person ever to complete **Escape** on Megatape 13. Am I amazingly clever or was it just very easy indeed. Anyway can I have some money or a Mars Bar or something for being really sexy? (No – GT). Now then, I would like to have a moan (ooer). Every time you give out a Megatape with your mag, the sellotape rips the front cover to shreds. So why can't you use that old yellow tape that you used yonks and yonks ago? That came off no trouble.

Oh yes, get rid of the bear as well, it embarrasses me when I buy a magazine with a picture of a cubbly toy on the front. I realise you will have to keep the bear on for letters because it would be humniliating for El Presidente when everyone discovers that it's really him who replies to the letters and he has to invent a non-existent bear to disguise the fact that he can't spell for toffee (How did you guess? – GT) Make Dillon Editor, he likes Def Leppard and that's good enough for me. How about a 24-page pull out of them? Luther Vandross is an overweight piece of tosh who can't sing for toffee. (True – CJ).
Steven Hoy
Warrington

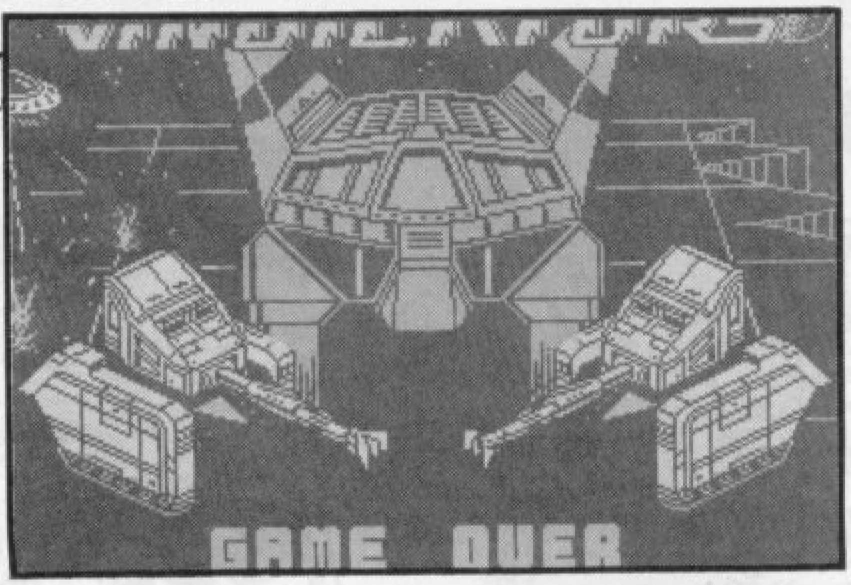
● YOU DON'T KNOW HOW UPSETTING IT IS TO BE CALLED NON-EXISTENT. WHO DO YOU THINK REPLIES TO ALL THESE LETTERS? SANTA? AND I CAN'T THINK OF ANYTHING MORE DISGUSTING THAN A 24-PAGE DEF LEPPARD. UNLESS IT'S A 48-PAGE DEF LEPPARD PULLOUT.

I'm writing to say any computer programmer out there reading this mag (SU). Why oh why haven't you brought out the brill arcade game **Shinobi? Shinobi** is the best arcade game I've ever played in my life and I don't suppose I'm the only bloody one either. **Shinobi** is about a ninja who goes on a death-seeking mission. The game includes swordthrowers, spider-men, gunmen, ninjas of all colours, bazooka men and fire-breathing robots. The game also includes bonus stages where you have to throw ninja stars and kill all the green and purple ninjas on the screen. If you can complete this stage you get a free life, if not, you don't.

I'm begging anybody to program **Shinobi**. I'm sure I'm not the only one to say this is a brillo game, so please put me and millions of others out of pain.
Carl Dyke
London

● WELL? ARE THERE ANY CRUCIAL GROOVY SOFTWARE DUDES OUT THERE WITH THE SHINOBI LICENCE? WELL, YOU BET YOUR BOTTOM BITS THERE IS. THEY'RE CALLED THE SALES CURVE, AND THE GAME WILL BE GETTING DOWN ON THE STREETS SOON.

GAMES REVIEW!

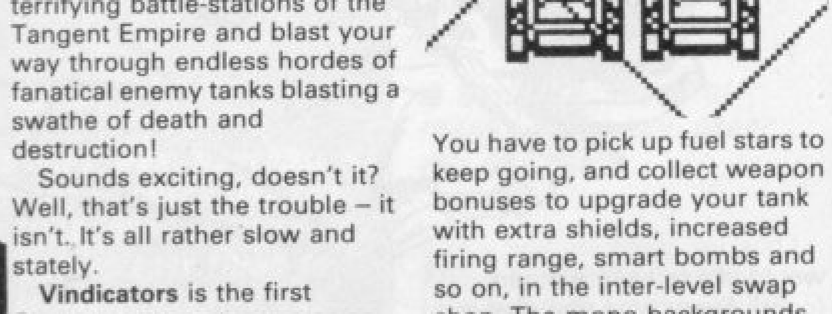


VINDICATORS

AAIIIEEE! Leap into your 26th century star battle tank, race through the terrifying battle-stations of the Tangent Empire and blast your way through endless hordes of fanatical enemy tanks blasting a swathe of death and destruction!

Sounds exciting, doesn't it? Well, that's just the trouble – it isn't. It's all rather slow and stately.

Vindicators is the first Spectrum game to appear on Domark's Tengen label, which is dedicated to converting Atari coin-op titles. It could have



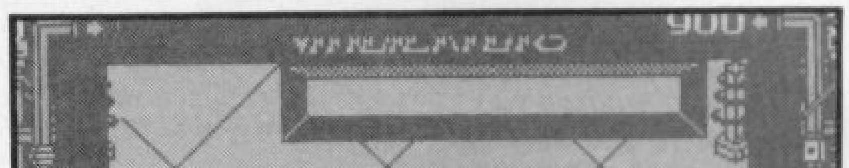
been a great start – maybe on other machines it is – but it just doesn't make it on the Spectrum.

Most of the features of the original coin-op are, of course, there. One or two players steer their futuristic battle tanks across a vertically-scrolling landscape of parallax lines. The aim is to get to the end of the level before the timer runs out.

You have to pick up fuel stars to keep going, and collect weapon bonuses to upgrade your tank with extra shields, increased firing range, smart bombs and so on, in the inter-level swap shop. The mono backgrounds aren't particularly inspiring, even on the later levels when they feature rotating gun towers, electrical poles and starry chasms around which you have to steer.

Slightly better are the enemy tanks, which come in more assortments than there are Smarties in a tube. Some of them you can outrun, others you just have to gun down, as they follow you around firing at you. If you find the key to the next level, which is usually hidden somewhere near the door, you progress to the armament stage then the next of the fourteen levels.

So the basic plot is fine and some of the graphics are OK. Unfortunately the gameplay lets things down. It's just too slow – rather than zooming around dealing death and destruction, as you do on the coin-op, it's more a case of trudging around making a bit of a fuss. The explosions aren't impressive, the sound effects are merely adequate (which is a pity considering the amazing sound of the coin-op, though it's inevitable I suppose) and if the scrolling was peanut butter it would be crunchy rather than smooth.



Not a bad attempt, then, but a pity that such a promising format should turn into an unremarkable game■

ARCADE REVIEW

FAX BOX

VIDICATORS *Label:* ***Tengen*** *Author:* ***Consult Computer Systems*** *Price:* ***£8.95***
Memory: ***48K/128K*** *Joystick:* ***Various***

Average tank fighting game based on the Atari coin-op

GRAPHICS	SOUND
59	60
60	58
PLAYABILITY	LAST ABILITY

Reviewer:

OVERALL
59

10 20 30 40 50 60 70 80 90


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Yes, tenuous it may be, but the prize is undeniably fantastic. The Sony D20 Compact Discman allows you to listen to the highest quality CD sounds while you're walking, jogging, galloping, even flying through the air on a jetpack (theoretically). The D20 features battery or mains adaptor power, lightweight headphones, LCD track display, track repeat function and compatibility with both normal 5" CDs and the new 3" CD singles.

As if the D20, worth around £150, wasn't an enormous enough prize, the lucky winner also gets to the top ten chart CDs for the week the competition is judged. Oh gosh, who will it be? Kylie? Yazz? That Bonzo chappie from U2? Crazee Acid Partee Peepul? Whoever's at the top of the charts, you'll get the stack of discs worth at a conservative estimate £100 Earth money!

20 lucky runners-up get a copy of the game *Forgotten Worlds*, a non-stop space shoot-'em-up featuring thousands of hideous aliens with no taste in music whatsoever (they like Fairground Attraction).

So what do you have to do to win this out-of-this-world prize. We thought it ought to be something extra hard and challenging, but we thought, NO! Let's just make you answer some silly questions!

1) When was the first Sony Discman portable CD player launched?
A) Last Thursday B) 1984 C) The late 19th century
2) What is the outermost known planet of the Solar System?
A) Pluto B) Kylie C) Forgotten
3) Which band won the Best UK Recording Artist award at the BPI show?
A) Ozric Tentacles B) Erasure C) Brotherhood of Man

Just fill in the entry form, bosh it off to the compo address and you could be the lucky space cadet with a headful of music.

ANSWERS: 1) 2) 3)

NAME ....

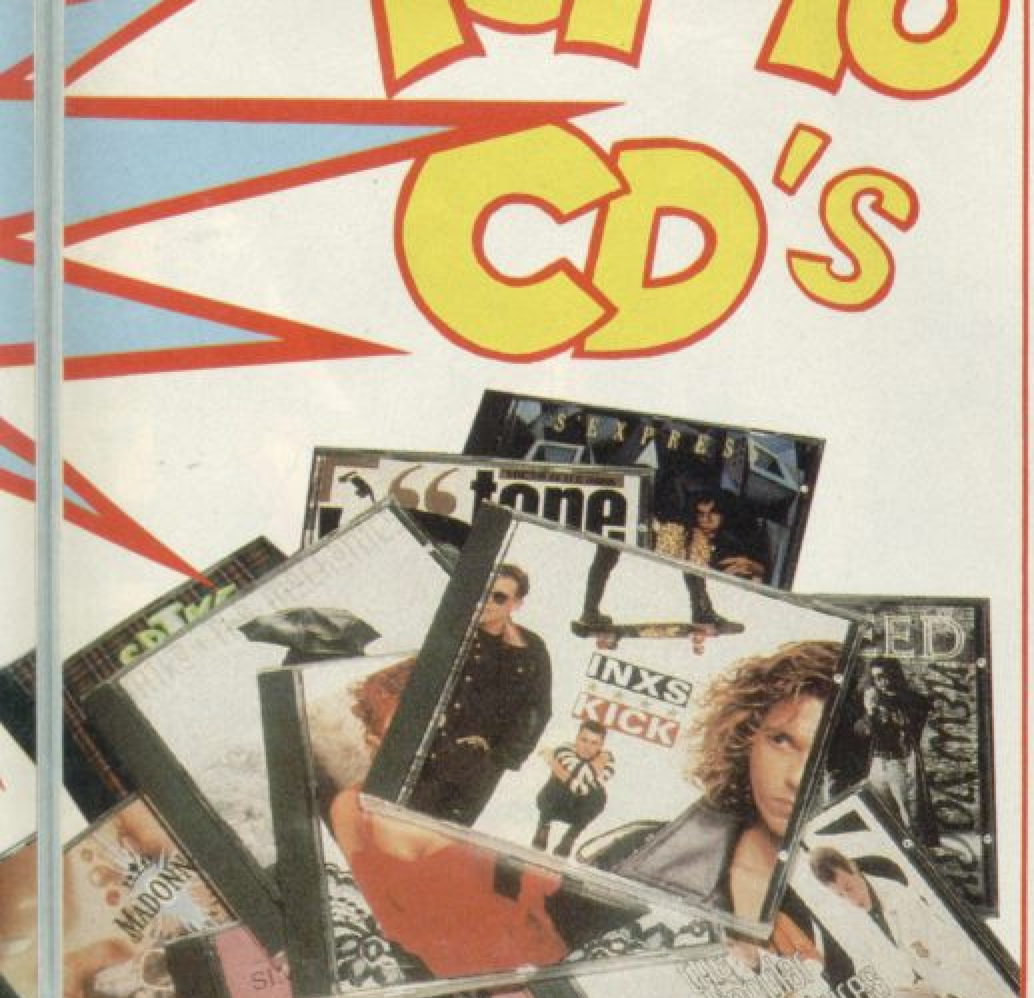
ADDRESS ....

.... POSTCODE..................

Send your entry to Climb Upon My Knee Sony Boy Competition, Sinclair User, 14 Holkham Road, Orton, Peterborough PE2 0UF. Closing date is May 31st. All the usual rabble are excluded and the Editor's decision is unquestionable.

PLAYER

PLUS TOP 10 CD's



ELECTRO BINGO

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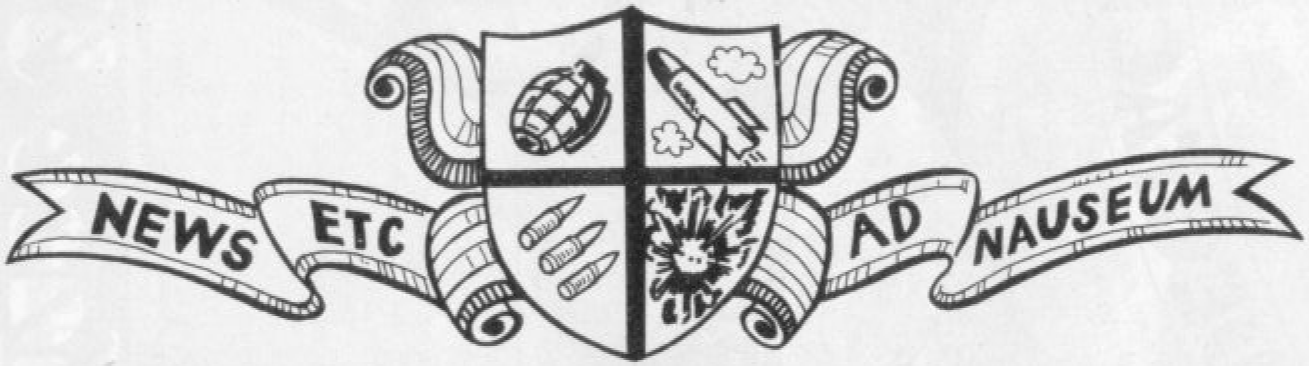
THE STUNNING 16-BIT SEGA-IN-DEPTH REVIEW



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MEGATAPE ALERT

By our 'I thought I told you not to send them here' Correspondent

Now look here. We told you two months ago on this very page to not send broken Megatapes into the SU office. But you wouldn't listen would you? So for the last time here are the addresses to send dodgy tape for replacement.

Megatapes 8, 12, 14 and 15 go to:
Interceptor Software
Unit 6
Mercury House
Calleva Park
Aldermaston
BERKS
RG7 4QW

MEGATAPES 9, 10, 11, 13 go to:
Spool Duplication
First Avenue
Deeside Industrial Park

GAMES ON VIDEO CASSETTE REVOLUTION!

By our 'goggle box' Correspondent

By the time you read this, you'll be able to walk into "any good software shop" and say to the man behind the counter "I'll be having one of your Action Screenplay videos please." And he won't look at you as if you're mad.

Action Screenplay comes from Hot-Shot software and the plan is this: Every two months the video will be updated and will include, complete with a cheesy MTV style introduction and "host" trailers and footage from the forthcoming software titles.

The theory behind the tape is that you buy it before wasting any cash on the games themselves. The idea obviously comes from the rather sensible practice employed by people in the video business of running trailers on



The UM... SLOTH Headlines

El Presidente speaking. As you know, Kamikaze Bear has been a little, er . . . under the weather for some time. Until the Bear recovers we have to fill in somehow. Now I know Kelvin the Wondrous Sloth from Hell (and his Pointed Stick) isn't ideal, but please give him a chance.

"HelloooOOOOOw. My name iss Kelvin. Kelvin the WONDROUS Sloth. From Hell, which is in Norway. In Norway there are not many sloths. We do not like the noises. We do not like the excitements. So we have the pointed sticks to prod prod prod at anyone who disturbs us.

Spool Duplication
First Avenue
Deeside Industrial Park
Clwyd
CH5 2NU

Now we'll hear no more about this, is that understood? The next person to send a tape here will get a severe prod prodding from Kelvin the wondrous sloth from Hell!!!

practice employed by people in the video business of running trailers on the start of films.

The only flaw in the project, so far as we can see is that you don't get anything other than trailers. After you've paid your £6.95 you're left with nothing except a load of clips. When you compare this to the prospect of putting demos on a game, whereby you at least have someting to play, or maybe buying a magazine, which gives you demos on tape and previews inside for one third of the price, it seems a bit mad. Still, we're sure it'll be a soaring success, with the added incentive of competitions and special offers boosting its appeal.



LIGHT AT THE END OF THE TUNNEL

By our 'not much console-ation' Correspondent

If you're green with enevy over the Sega and Nintendo console owners who have fab light guns for their machines, envy no more. Virgin Mastertronic and Amstrad are teaming up to produce a lightgun called the Magnum for the Spectrum and Amstrad PC.

The Magnum will come supplied with six special games – **Ground Zero, Starship Encounter, Solar Invasion, Robot Attack** and one unnamed. The suggested retail price is a surprisingly low £29.95, and major manufacturers are working on conversions of popular games titles for the Magnum.

CHEERIO EL PRESIDENTE

By our 'boo hiss traitor' Correspondent

Snot rags at the ready folks. Yes it's true Graham 'El Presidente' Taylor is leaving us. He is staying at EMAP Towers but is doing much more important things than ever before. But don't worry readers, we're not being left in the lurch. Jim 'Mr Saucy' Douglas has nabbed the Editor's chair and is already furiously cracking the whip and goose-stepping around the office. Will life ever be the same again????

SINCLAIR USER ON PRIME TIME TV (Again)

By our 'mass media' Correspondent

Sinclair User single handedly saved the British Broadcasting Corporation from certain financial collapse and almost definite embarrassment.

During the construction of BBC2's astounding documentary exploration of the life and times of Clive Sinclair, it was discovered that a vital part of the man's history could not be located anywhere. With deadlines a-pressing and millions of pounds ticking away in studio time, where on earth can you find yourself a rubber-keyed Spectrum at short notice?

Sinclair User, that's where. After calming the frantic *Horizon* researcher we were able to call down to our Museum of Things and have a membraned-marvel brought up. A couple of calls later and dear old Auntie Beeb was completely kitted out with all she needed for the "slot".

So Clive has had his life story recorded on VT, **Sinclair User** is immortalised in the end credits and the BBC escape ruin again by the skin of their teeth. And all is well with the world.

OCEAN GET THE HORRORS

By our 'look out he's behind you' Correspondent

Ocean's latest hot licence is Nightbreed, **the forthcoming film from horror master Clive Barker. Based on his novel Cabal, the movie is being directed by Clive himself and is due out in August. It's said to feature some of the most exotic and terrifying creatures ever seen on screen.**

Ocean's game is going to be based very closely on the film, but since we don't know anything about the film that's not much use to you, is it?

Watch out for a preview soon.

CAT-ASTROPHE AT THALAMUS

By our 'no room to swing a cat' Correspondent

Hard times indeed at Thalamus, where a hot-shot new executive has been brought in to speed up production of the long-awaited Sanxion: **The Spectrum Remix. Chosen for his charm, good looks, and dress sense (all of which he has in greater amounts than any of the existing staff) he's been made PR executive in between his mouse-chasing duties.**

Rocky is a cat, you see. He's recently been entertaining top software industry figures to expense-account lunches consisting of Kit-E-Kat Supreme (chicken flavour), and apparently he's jingling his little bell with excitement over the scheduled release of the horizontally-scrolling shoot-'em-up **Samxion.** But when we asked Rocky when we could expect to see the game, he just said "Meeeowww . . ." Perhaps there IS room in here to swing a cat after all . . .



pointed sticks to prod prod prod at anyone who disturbs us.

This month we have been disturbed two times. Once was by the man coming to put up our satellite dish. He took so long that we had to prod prod prod him with our pointed sticks, so now we have Franks Boughes flickering all over the television and peculiar Italian quiz shows with topless ladies.

The second time was when El Presidente Graham Taylors telephoned to ask me to write the columnses. 'Kamikaze is potty' he says. 'You in contrast are wise, wondrous and sensible. Will you write a column for us?' Long and hard I thought about it. Finally I says 'How much money are we talkings about?' 'Fifty Earth pounds' he says. 'Very well', I responds, "I'll put the cash in the post.'

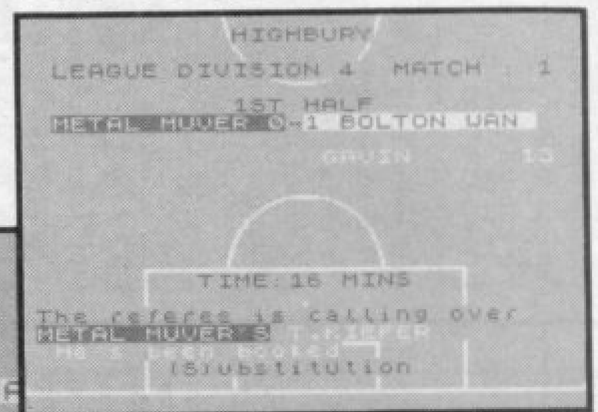
So I have cashed all my Norwegian Savings Bondses and now here I am talkings to you about the world and all the things that are inside it. For too long now the slothses viewpoint has been ingnored. Are there any newspapers for slothses? No there jolly aren't. When was there last a sloth in an episode of Lost in Space? *There never was such a thing at all. Are any popular early evening light entertainment and quizzy 3-2-1 type shows hosted by sloths? They are not, except* The Price is Right.

So from this instant – no, not THAT instant, THIS instant – this magazine will present the sloth's eye view of the world and the computer industry in itself as it were. Sort of upside down and slightly out of focus. Are there being any questions?'

Oh dear. That was awful wasn't it? How do you say 'You're fired' in Norwegian?

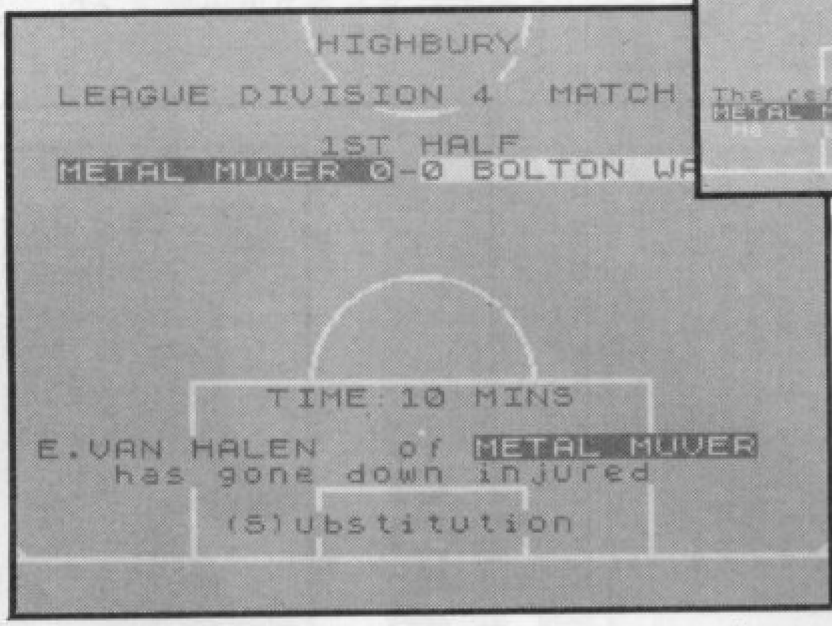
GAMES REVIEW!

CHAMPIONSHIP SOCCER



Championship Soccer unfortunately falls into the same trap as all the other footbally type games this month. It's very good, but doesn't offer anything new or outstanding.

What it does have, and I'm beginning to think that this is becoming more and more standard each day, is a huge database containing all the teams, players and ground names of National and International football. This size is possible because of its handicap. It's multi-load.



Now to be honest, I can't really see the point in describing the game idea in any sort of depth, because if I've written it once, I've written it a thousand times, but here goes (again). You are the manager of a football team (of your choice) and you start in the fourth division. You have to win as many matches as possible so that you (a) Get promoted (provided that you aren't in the first division), (b) win the Littlewoods Cup, (c) win the FA Cup and (d) win the EUFA Cup. Nice and easy.

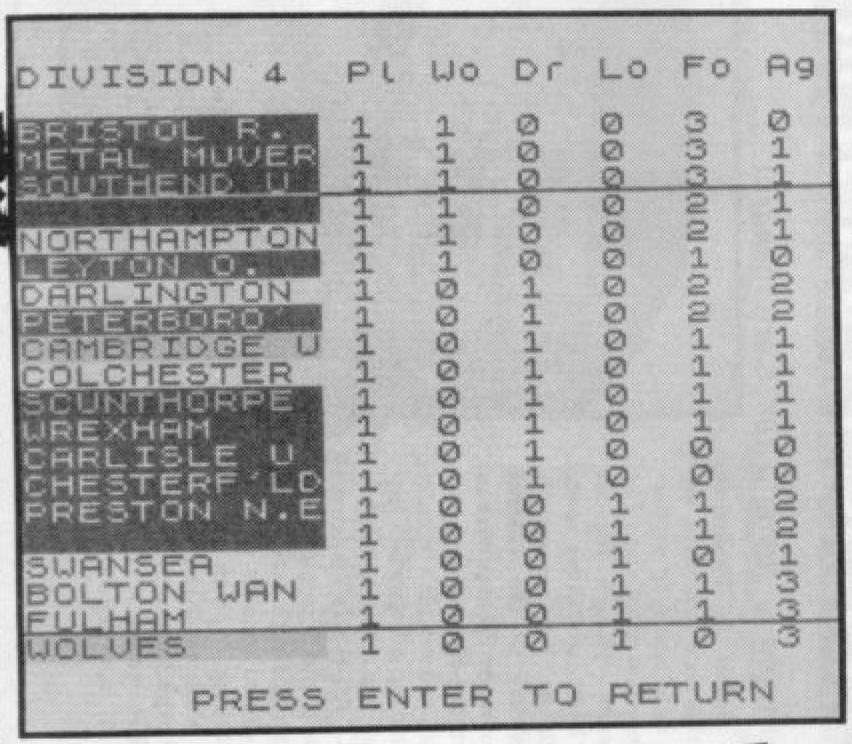
Winning is just a matter of buying better players and adding them to your team. Buying good players is a costly process, and sometimes you have to pay a little extra before the nice opposing manager will sell that player that you so vitally need.

To supplement your falling income, you can borrow some money from the bank. This, of course, puts you in debt. To pay off the debt, you have to pull the crowds into your matches. This is a bit hard when you're a struggling fourth division team. What you can do is lower the price of the tickets and advertise the matches, or just start winning more matches.

Sadly, the game is slow, and it's slow for the same reason that all the others are slow. It' written in BASIC. Why? Why why why?!? Have these people seen **Tracksuit Manager**? Have they not seen what can be done with some clever *machine code* programming?

All that said, it is still a very good football game. It's fairly detailed, there's a lot of variation in it and it's big. It's also mail-order only at the moment. You can get **Championship Soccer** by sending a cheque or p/o to: STD Software, 8 Glenbrook Walk, Fareham, Hampshire PO14 3AH.

To finish in a footbally sort of way, here's a closing comment from my bestest friend, Bobby Charlton. 'Well, I went there to win, but he was just faster than me, Harry. That Abbey curve was a bit of a struggle, but we managed to pull through and all in all, the boy did good. Over to you, David.'■



DIVISION 4	Pl	Wo	Dr	Lo	Fo	Ag
BRISTOL R.	1	1	0	0	3	0
METAL MUVER	1	1	0	0	3	1
SOUTHEND U	1	1	0	0	3	1
	1	1	0	0	2	1
NORTHAMPTON	1	1	0	0	2	1
LEYTON O.	1	1	0	0	1	0
DARLINGTON	1	0	1	0	2	2
PETERBORO'	1	0	1	0	2	2
CAMBRIDGE U	1	0	1	0	1	1
COLCHESTER	1	0	1	0	1	1
SCUNTHORPE	1	0	1	0	1	1
WREXHAM	1	0	1	0	1	1
CARLISLE U	1	0	1	0	0	0
CHESTERF'LD	1	0	1	0	0	0
PRESTON N.E	1	0	0	1	1	2
	1	0	0	1	1	2
SWANSEA	1	0	0	1	0	1
BOLTON WAN	1	0	0	1	1	3
FULHAM	1	0	0	1	1	3
WOLVES	1	0	0	1	0	3

PRESS ENTER TO RETURN



METAL MUVER

	NAME	PS	SK	ST
1	D.MUSTAINE	GK	1	P
2	E.VAN HALEN	DF	2	P
3	M.PATTERSON	DF	2	P
4	T.KIEFER	DF	2	P
5	J.LABAR	DF	1	P
6	J.ELLIOTT	MF	2	P
7	Y.MALMSTEEN	MF	1	P
8	S.IAN	MF	2	P
9	C.MCGRANE	MF	2	P
10	T.DILLON	FW	1	P
11	L.ULRICH	FW	1	P
12	R.SCHENKER	FW	1	SUB
13	G.SIMMONS	FW	1	SUB
14	M.SMITH	DF	1	
15	G.THOMPSON	FW	1	

'S' SWAP PLAYERS 'F' FIN

FAX BOX

ARCADE REVIEW

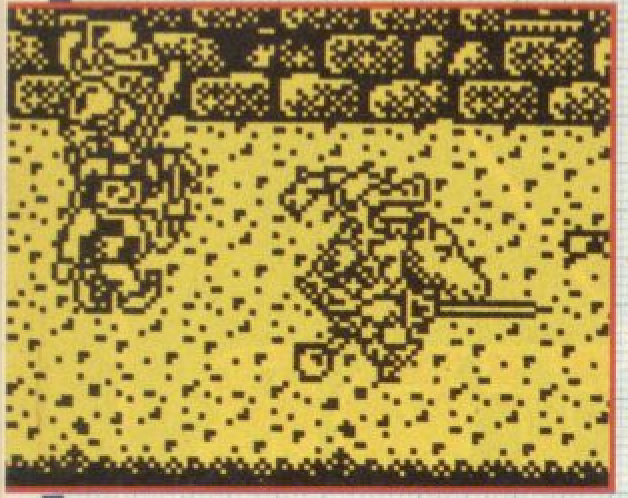
CHAMPIONSHIP SOCCER Label: **STD Software** Author: **In-house** Price: **+3 disk £4.49, +2/128 cass £7.99, 48 cass £7.49** Memory: **48K/128K** Joystick: **None**

Enjoyable football romp. Nothing new, but cheap

Reviewer: Tony Dillon

GRAPHICS	SOUND	PLAYABILITY	LAST ABILITY	OVERALL
60	n/a	82	81	79


PSYGNOSIS
PRESENTS
OBLITERATOR
DISTRIBUTED BY
MELBOURNE HOUSE



BLUE

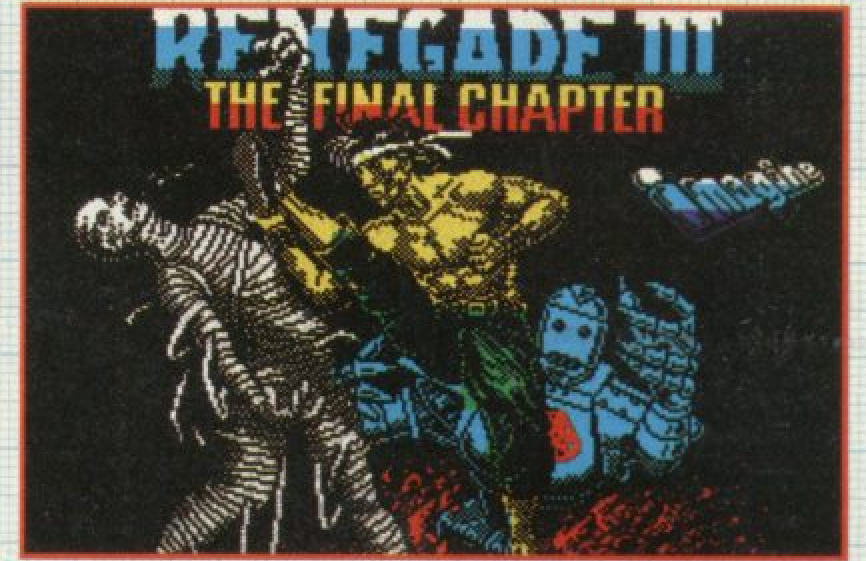
With the massive success of Ocean's **Renegade** and **Target Renegade** it was inevitable that the company would release a sequel, to satisfy the demand for games where the basic aim is to clobber anything that moves before they do the same to you.

So **Renegade III** "The Final Chapter" was born, but it would not have been enough to repeat the original **Renegade** format so, as well as the familiar single horizontal fighting area an upper level has been added from which opponents attack Renegade from above with rocks and other assorted objects.

Ocean chose Ivan Horn and Andrew Deakin (the team who produced last Christmas' biggie, **Operation Wolf**) to bring **Renegade III** from ideas on paper to tapes on high street shelves in only 2½ months.

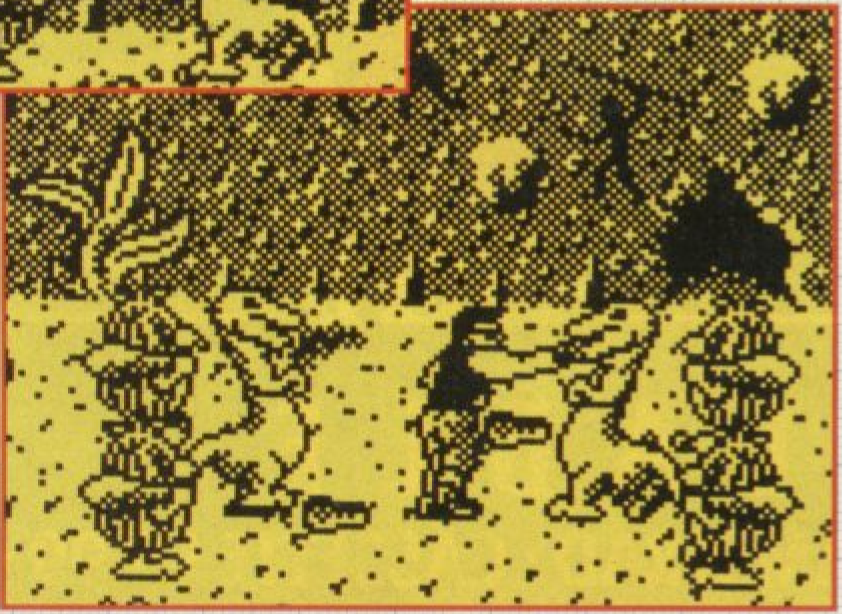
Development of the game was done entirely on ST's with the code being written using Ocean's own development system and the graphics were all done on a graphics software package written by Ocean's 16 bit king John Brandwood.

The major problem facing programmer Andrew Deakin was that



RENEGADE › THE





the design for **Renegade III** called for a wide variety of opponents each with their own animations for walking, attacking and being struck themselves. This meant that the system used by Mike Lamb and Dawn Drake on **Target Renegade** of piecing together the attackers and the main character by using such things as the same legs, to save memory, could not be done on the top half of a caveman with the lower half of a dinosaur – it would have looked a bit strange!

To solve this all the sprites were mirrored in software when printed so rather than the graphics for all the characters facing both ways being stored, only the right facing ones were need with the program reversing them where appropriate. Another problem was bleeding the sprites on and off the screen. That's when only part of a sprite appears on screen. Both this and the mirroring of sprites use valuable processing time, but have been done without noticeably slowing the game down.

Anybody who buys the game will be able to hear the music, which no matter what's happening on screen, remains at a constant speed. Although this may seem simple, to pull it off on the Spectrum is quite a problem.

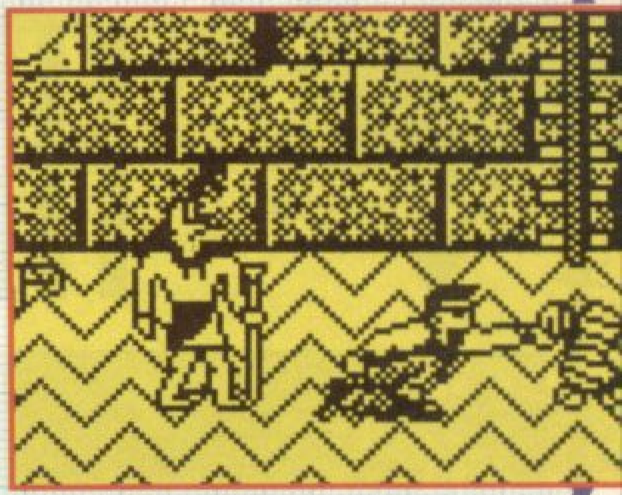
GRAPHICS

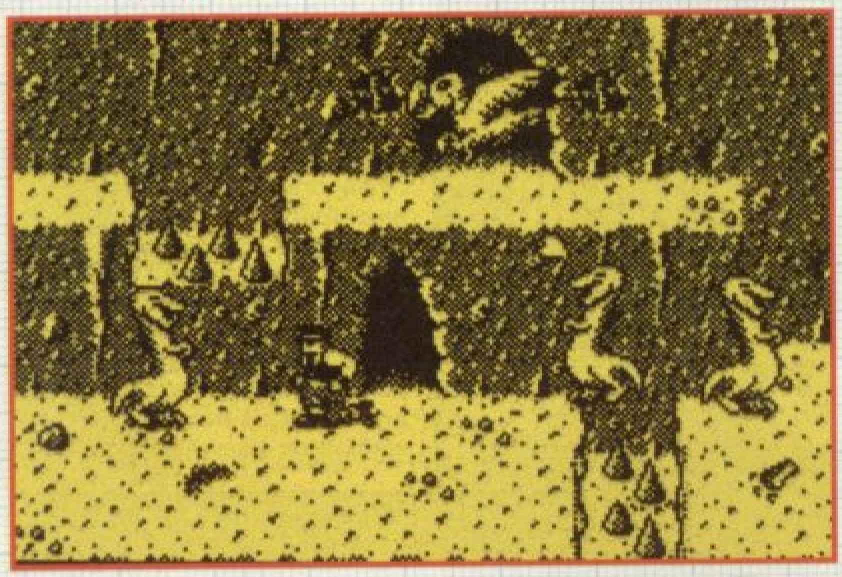
The task of producing the wide range of characters and backdrops fell to Ivan Horn. As you can see **Renegade III** features such weird opponents as hairy cavemen, knights on hobby horses, Egyptian gods and crawling aliens. Such variety has its price, the most important being the memory it consumes. Each level needs approximately 10K for the sprites alone, and that's facing only one way. Without some clever coding they would have used double that.

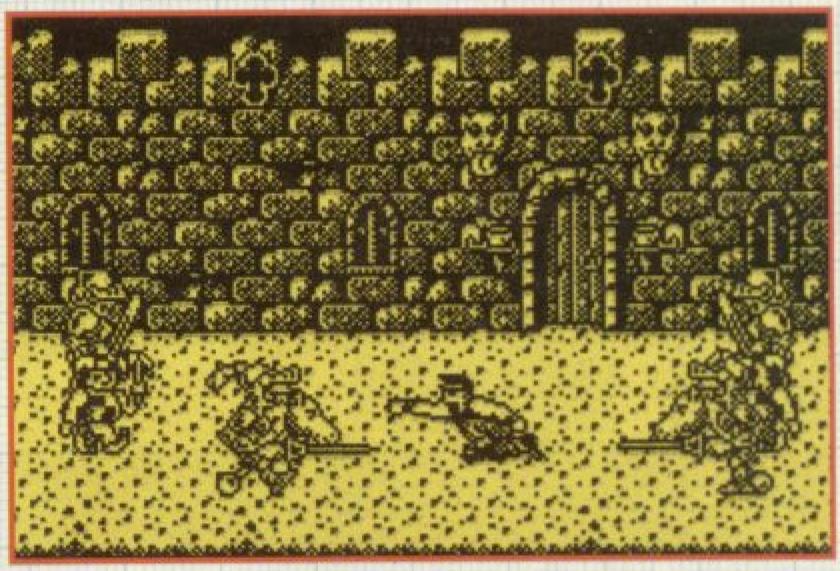
For those with a thirst for figures here are some to keep you satisfied:

ANIMATION – Renegade is a 39 byte high by 3 byte wide sprite with 8 frames for walking – a grand total of 1,872 bytes in all. On top of this there are another 18 frames of animation for punching and climbing etc.

PRINT

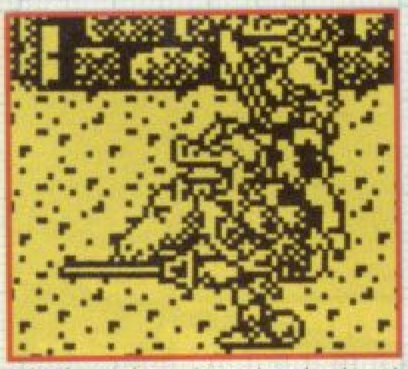






FINAL CHAPTER

BACKGROUNDS – Each level is built up from 64 graphic blocks (16 x 2 bytes) which uses 2,048 bytes and the map is comprised of 10 screens, each 10 x 16 blocks in size, a total of 16 bytes for the map data.



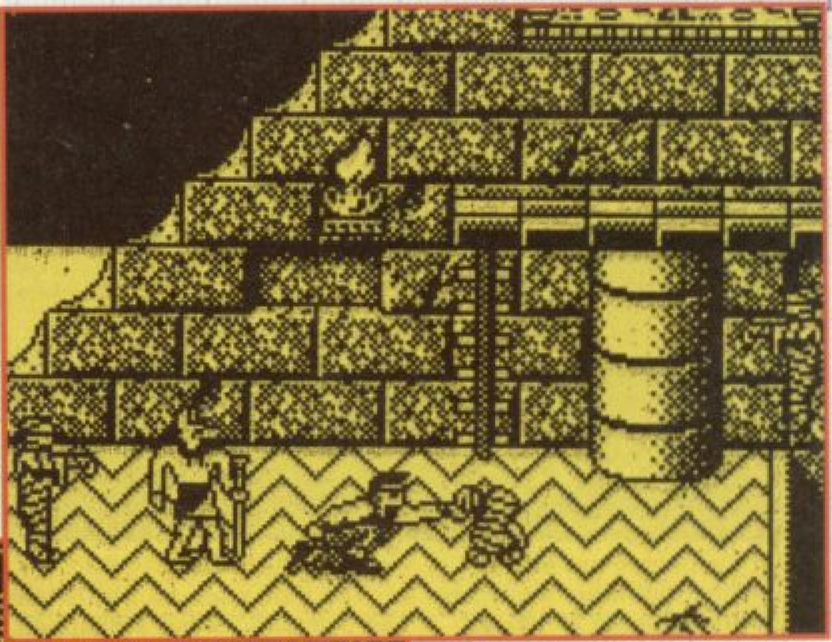
MUSIC

The task of creating the music and sound FX to suit the prehistoric, Egyptian, mediaeval and future periods of **Renegade III** fell to Johnathan Dunn, Ocean's sole musician.

In only two weeks he created 8 tunes and multiple effects for both the 48K and 128K versions – a total of 6K being used on the 128K version. Jonathan's development system consists of an Ensoniqm EPS keyboard, ST with Steinberg Pro 24 software and the various target machines (Spectrum, Commodore 64, etc).

"The game's nearly complete now, only loading and testing to do, and then it's on to the Amstrad and MSX versions, we think we've done a pretty good sequel, it's a bit tongue in cheek but a bit of humour doesn't hurt does it?" says Jonathan.

But what about that title "The Final Chapter", gasp no more shaven headed, beshaded vigilantes by the name of Renegade. "Well you never know there could always be a New Beginning."





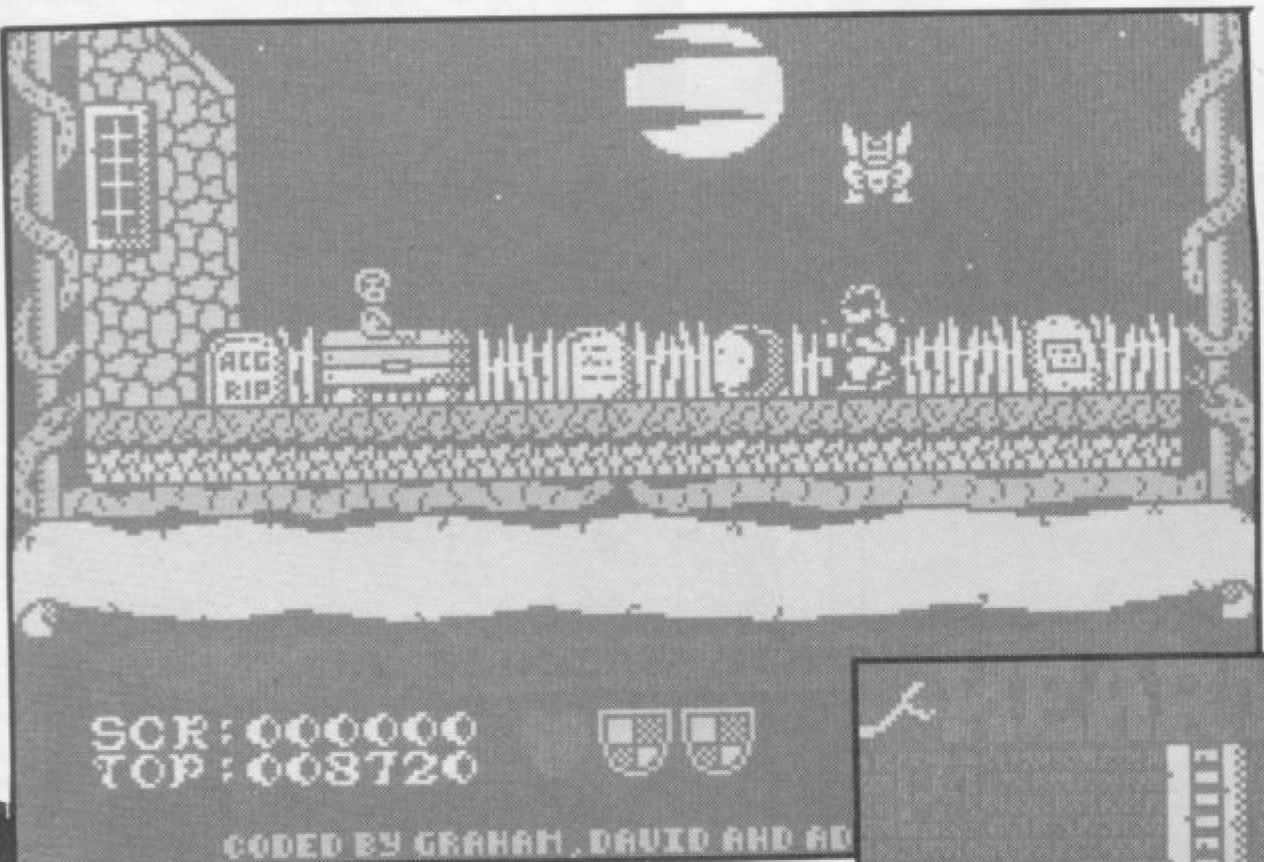
THE PRODUCERS

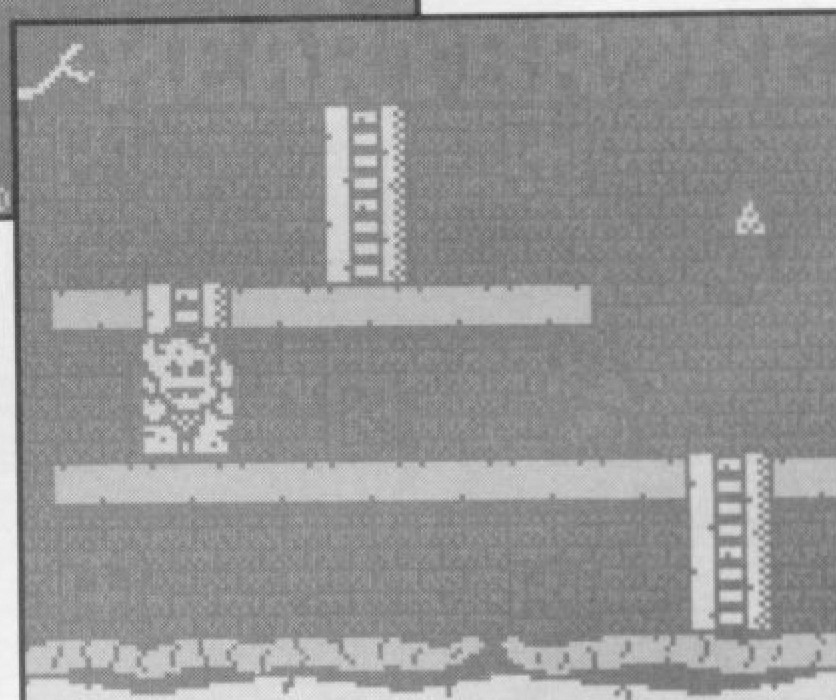
Andrew Deakin (code) and Ivan Horn (graphics) have been with Ocean about 22 months. This is their fifth game for the Spectrum, their previous ones being: **Athena** (Spectrum), **Combat School** (Spectrum), **Operation Wolf** (Sepctrum, Amstrad) and **Rambo III** (Spectrum, Amstrad, MSX).

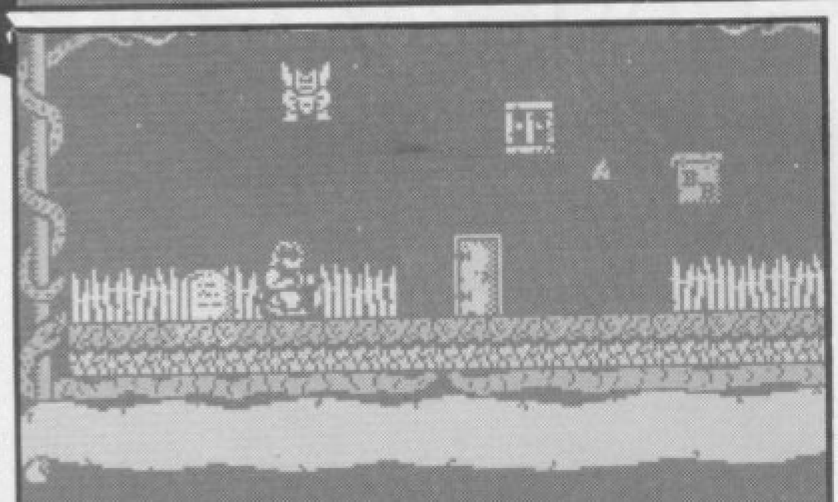
As for the future, well their next scheduled product is an arcade licence (hush, hush!).

GAMES REVIEW!

HEART BROKEN







I know people are always saying that there should be more software aimed at girlies, but giving a game a title which sounds like a Mills and Boon novel isn't guaranteed to make it attractive to anyone. The fact that the cover shows a man with a slingshot climbing out of a grave and being attacked by a werewolf in a graveyard with a corpse hanging about from a gibbet (honest) soon lets you into the secret that this is actually a scary supernatural arcade adventure, and not some role-playing fantasy about young Annabel's doomed quest for big snogs with hunky Brett in 19th century Cornwall.

The plot, such as it is, is that an evil warlock has kidnapped the King's daughter, and created an army of ghosties, ghoulies and trolls to guard her.

You are armed with the wizard Merlin's magic thunderbolt, which sees off most of the baddies with no problems. But to succeed in your quest you have to find his spell book, a challenge which took me all of thirty seconds to achieve. To use the spells, though, you also have to find a magic cauldron and accumulate plenty of points, whereupon you can use joystick down to select a spell (shown at the bottom of the screen), and fire to activate it.

It must be said that **Heartbroken** doesn't seem remarkably challenging; you can mobe quite freely around dozens of screens, polishing off baddies and collecting items, before you run into any sort of real challenge. However, some of the backgrounds are very nicely drawn, the animation's fine (apart from the fact that the hero's legs don't seem to move as he runs along) and the sound effects are reasonable.

For £1.99, the arcade addict could probably squeeze a good deal of entertainment out of this one; but if it's frantic action you want, look elsewhere■

FAX BOX

ARCADE REVIEW

HEARTBROKEN Label: **Atlantis** Authors: **Shaw, Shaw and Shaw** Price: **£1.99** Memory: **48K/128K** Joystick: **Various**

Reasonable arcade-adventure with a supernatural theme.

GRAPHICS	SOUND
65	56
59	59
PLAYABILITY	LAST ABILITY

Reviewer:

OVERALL **60**

10 20 30 40 50 60 70 80 90

CHRIS



DOUBLE DRAGON

I'm writing to congratulate Chris Jenkins on the best review I've read for a long time. The only reason I bought this crud game was that I loved the arcade game. Imagine my disappointment at being confronted by naff graphics and appalling sound. The backgrounds and the thugs are particularly bad, and there's a lot of colour clash around. the game is also extremely easy, and I completed it on my third go! If you were a fan of the arcade, don't make the mistake of buying **Double Dragon** like I did.

Michael Bostock
Colchester
Putting his fiver towards: R-Type

● So the lesson of this sad tale is, Sinclair User generally (and C Jenkins in particular) is the fount of all wisdom, and you should always consult it before making any serious decision such as whether to get up, which radio station to listen to, which end to open your egg and so on.

TOTAL ECLIPSE

Mega! Cool! Brill! Fantastic! Wicked! No, I am definitely NOT talking about Chris Jenkins, but about the amazing game **Total Eclipse**.

Chris needs a brain transplant! I've been playing this trendy game for the last two hours, and have been stunned by the detailed and atmospheric graphics, amazed by the complexity of the game and flabbergasted as I discovered yet another maze of rooms. Each room provides a new and challenging puzzle, that will keep you coming back for more.

88%? More like 99.999% if you ask me. Honestly, is this man a moron?

Stephen Folwell
Monmouth
Putting his fiver towards: Batman

● But I SAID it had great graphics, I SAID it was complex, I SAID it would keep you coming back for more. I just didn't say it 99%-worth. Honestly, some people are never satisfied.

DOUBLE DRAGON

Chris Jenkins should be locked up! This idiot gave **Double Dragon** 51%. How weirdo can you get? What colour clash, I can't see any? Perspective off, rubbish! This game is ultra mega crucially cool (good even).

Squashed potatoes, what shape do you want a head to be, and what's all this codswallop about sausages and carrots? This game is worth 1000,000,000%, not a measly 51%. OK, so it's easy, I have completed it, but it's good enough to have just one more go. Don't listen to Jenkins, buy it now! PS Bring back capital punishment.

James Turner
Worthing
Putting his fiver towards: Dragon Ninja

● What shape do I want a head to be? Head shaped, of course. No colour clash? Sure you aren't colour blind? OK, so it's easy? Yes, but it's dreadful as well. Think again, or you will never be a brain surgeon/astronaut/pop singer. You will be a shop assistant at K Shoes.



TONY

TYPHOON

You blabbering, jibbering lump of whale blubber. Isn't it possible for Tony Dillon McScrooge to give a brilliant game more than 72%? I am of course talking about **Typhoon**. It's the best bit of blasting since **1943**. It deserved at least 90% and a Classic.

The first time I played it I was glued to the trustworthy Speccy for 8 hours 92½ minutes and 31 seconds. The lastability should be boosted to 90% as well, and the sound effects are ace. So next time an absolutely ace game comes out, please please (I repeat) PLEASE get your pea of a brain into action and give it some good marks!

Iain Jackson
Heckmondwicke
Putting his fiver towards: R-Type

● I'd HAVE to be glued to the Spectrum to play Typhoon for that long, too. And do you mean it's the best bit of blasting since the year 1943 or the game 1943?

PACMANIA

79%? 79% for a hardly original game, the only difference between this and all the other Pac games is that it's viewed from an angle, and that makes it worse. **Pacman** looks like an "acid" badge.

Tony Dillon must be mentally ill, I would rather listen to a Des O'Connor record and play **Zolyx**. The only way to describe **Pacmania** is BORING. Steer well clear of it or you will turn insane.

Ian Cartright
Leicester
Putting his fiver towards: By Fair Means or Foul

● I don't think you can actually prove in a court of law that playing Pacmania turns you insane, but you've obviously been exposed to something unhealthy. Anway, what's wrong with Zolyx (I agree about Des O'Connor, never fear).

LIGHTNING SIM

You should be either hanged or shot in the head!!! That's all you deserve for giving **Lightning Sim** 68% overall. You should have given it 88%! And 35% for playability, you're sick! It's so simple, it' unbelievably simple, what's wrong with you? It's Fantastic! If you want a realistic plane sim, get it. Sure the graphics and sound aren't 100% each, but they're still great! I recommend this game strongly!

I don't know how you got a job at this fantastic, brill and utterly superb mag. Please tell us, did you bribe the Editor? Now I know why you're called Tony, 'cos you act like one (WHAAA . . .??!!?? – TD).

I hope you get better soon and give decent reviews!

Kevin Stabler
Patrington
Putting his fiver towards: Opertion Wolf

● Ackchooly, I got the job 'cos my dad's in the Freemasons and he did the old wiggly handshake on the publisher. Now I know why you're called Kevin . . .

VINDICATOR

ZZZZZ yawn. Oh God, I left **Vindicator** on from last night. Seriously though, it doesn't exactly inspire you. Playability rates at zero, and although the graphics are good, it doesn't hold your interest for 24 hours, the approximate time it must take to get past the first level. Tony Dillon must be an absolutely brilliant gameplayer if he can rate this c**p at 62%, because I wouldn't give it 10%. Please, please could you give me the end of level passwords?

Andrew Brown
Halstead
Putting his fiver towards: R-Type

● What is "c**p" exactly? Crop? Carp? Chip? Whatever it is, I'm sure it doesn't apply to Vindicator (except Chip). Just to be kind, we'll give you the end of level passwords: VALSALVA MANOEUVRE and EUSTACHIAN TUBES. Got it? Right, stop whining.

TRACKSUIT MANAGER

This has to be said, Tony Dillon needs psychiatric help. How can anyone in their right frame of mind give this rubbish a Classic? It deserves about 30%.

After reading this fab magazine I bought **Tracksuit Manager** as quickly as I could, and was disappointed about spending a tenner on this boring trash. By the time you complete two games your power supply is red hot, and there are still 20 matches left. My advice to anyone who doesn't like managerial games is, don't buy it!

Simon Kaufman
Ilford
Putting his fiver towards: WEC Le Mans

● My advice to anyone who doesn't like managerial games is, don't buy it too! But if you DO like managerial games, I still think it's Brian Clough's nostril hair (IE dead hard). PS – aren't we kind correcting your spelling of "psychiatric"?

ROBOCOP

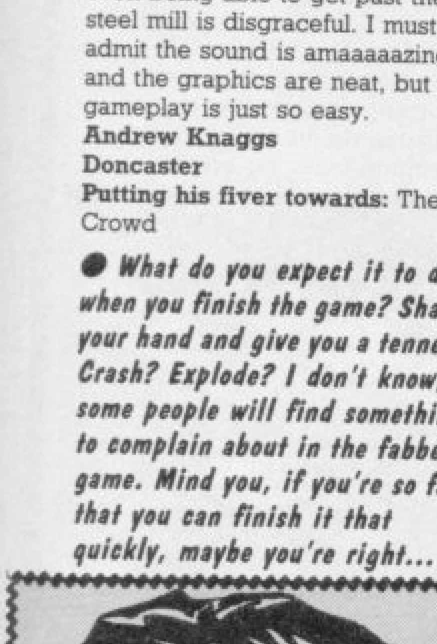
How could such a good reviewer as Tony Dillon (creep, creep) give such a megacrap game like **Robocop** 96%. I would say more like 66%. I finished it on my third go. The playability should be minus 91, not 91.

What's even more annoying, when you have finished it the computer prints up "Nice shooting Murphy" and all that crap, then it

The WRITE STUFF?!

sends you back to the beginning again. I found myself going through it six or seven times with one set of men. Tony Dillon is obviously rubbish at this game, not even being able to get past the steel mill is disgraceful. I must admit the sound is amaaaaazing, and the graphics are neat, but the gameplay is just so easy.
Andrew Knaggs
Doncaster
Putting his fiver towards: The In Crowd

● ***What do you expect it to do when you finish the game? Shake your hand and give you a tenner? Crash? Explode? I don't know, some people will find something to complain about in the fabbest game. Mind you, if you're so fab that you can finish it that quickly, maybe you're right...***



JIM

TIGER ROAD

That Douglas looney has gone and done it this time. What am I on about? **Tiger** "What a waste of dosh" **Road**. He gives this poo 69% and has the cheek to say it's worth a look. My Speccy vomited all over me when I first loaded this cack. The animation is hopeless, the scrolling is jerky and the response is so sluggish I thought my joystick had slipped a disc (or something irrelevant like that). And where are the "awesome dragons" and "flying ninja"? Weather a bit too much for them was it? Look! I hope I'm the only sap that bought this tripe because I wouldn't even wish it on Tony Dillon.
Chris O'Sullivan
Shannon
Putting his fiver towards: WEC Le Mans

● ***When I said it was worth a look, I meant it was worth a LOOK. First you LOOK, then you decide whether you want to buy it. Do you expect us to make all your decisions for you?***

R-TYPE

Well Jim, everything you said about **R-Type** was right, excpet it's not really good like you said, it's absolutely BRILL, MEGA FAB (just like your mag, cringe, cringe, crawl, crawl)!

This superbly well put together game catches your imagination just right. The graphics are brill, the sound deserves much more than 70% and you can just keep playng this game again and again!

Bob Pape is a flippin' hip person for putting together and I would pay quite a bit more than £9.99 for it. After all that Jim you gotta admit it deserves 100%.
Paul Johnson
Wakefield
Putting his fiver towards: Operation Wolf

● ***Orright orright, it's very good, but would you SERIOUSLY pay more than £9.99 for it? If so, the next issue of SU will cost you £45. If R-Type is fab, we're a zillion times fabber.***

OPERATION WOLF

Here we go again with Jim Douglas. Giving **Operation Wolf** a Classic was a big mistake. I mean, what fun do you get out of shooting people and the odd vehicle? I've had more fun watching News at Ten.

First Jim made a mess-up giving **Renegade** a Classic, and now he's made the same mistake with **Operation Wolf**.

30p in the arcades for one game? I wouldn't pay that for the flippin' machine. I think Jimmy ought to be sacked from SU.
Christopher Page
Chard
Putting his fiver towards: Double Dragon

● ***Strange child. If you exclude all the games which are about "shooting people and the odd vehicle", what do you have left? Bubble Bobble and Breakout. Are you saying that all games should feature fluffy animals collecting fruit?***

LED STORM

Please could you make sure Jim is in a suitable mood to review some mega games like **LED Storm**. If this alien-brained human doesn't review a game right soon (about the next issue) I will storm the SU office and knock his head on a TV screen 1,000,000,000,000 times, which is quite a few. GET IT DONE or you might suffer an underground crash or something like that. PS I think the other reviewers are OK. PPS SU is brillo. PPPS I'm only 9 years old, but please print this letter.
Matthew Williams
Cheltenham
Putting his fiver towards: R-Type

● ***You may only be nine, but you have a really nasty turn of phrase. I think you may well be a Sun journalist when (if) you grow up. Anyway, HOW exactly do you think I don't review things properly? And how do you think having my head knocked against a TV screen would help?***

R-TYPE

Whilst reviewing any megafab games, try not to get drunk, as it screws up your judgement of them and forces you to give crappy marks. The game I am of course referring to is **R-Type**. 80, 70, 90, 80? Chris may be naff but you're worse (I'll take that as a compliment, shall I? – CJ).

The graphics deserved 99 at least, and what do you mean, Sound 70? The explosions may sound like someone farting, but they're still worthy of 90. Playability needed 98 at least, this is THE slickest game I've ever played. Lastability 80? ?£@ */!! The Man's a funny farm patient, this is by far the most addictive game there's ever been. This game deserves 99.9 overall, not 90. For the last time, someone keep him off the drink and in his strait-jacket.
Grant Hughes
Putting his fiver towards: Foxx Fights Back

● ***In fact I've been off the sauce for a couple of months, and I can't say I feel any better, so I think I'll go back on it. And as for the strait-jacket, how am I supposed to drink with my arms strapped to my sides?***

Every so often – well very often actually – you write to tell us that we know nothing about anything and insist that some program we trashed is actually the best game ever. Conversely you blast us for saying something is great that you absolutely loath and detest.

Enough is enough. We can't take any more, if you think you're as clever you write the damn magazine. We mean it!

Every month we'll devote a page to a selection of your opinions on the latest software. Don't get mad – write the review you think the game should have received and we (subject only to space) will print it.

Now, aside from seeing your work in print we will send you a crisp £5 – or cheque – to put towards the software title of your choice – tell us what you plan to spend the money on if your review is printed.

You've probably noticed that we don't print pictures any more, so you can stop sending them. Jim only sticks them on his typewriter and burns a hole in them anyway.

So get cracking – write your reviews and send them together with the completed coupon below.
YOUR REVIEWS
Maximum 150 words. No swearing, libel or illegibility and come out of the corner fighting. Don't beat around the bush – tell us straight what you think. Send your review (or any recent game) and fill in the coupon. *Send the lot to The Write Stuff, Sinclair User, 30-32 Farringdon Lane, London EC1R 3AU.

Name..

Address..

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I'm going to put my fiver towards..

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*Reviews supplied without full name and address will not be considered for publication.

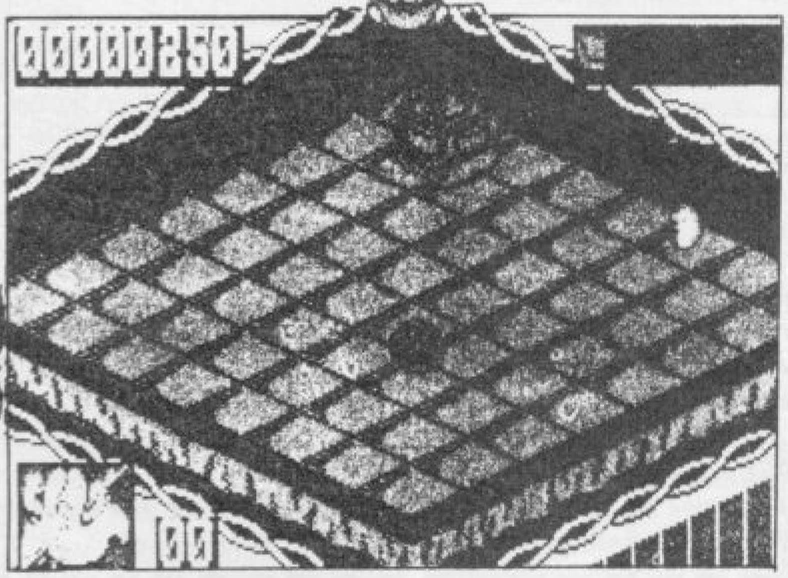
GAMES REVIEW!



It's a tough life as a ball of high-energy plasma. Advantages such as never having to go to the lavatory are offset by the difficulty of, say, reaching something on top of the wardrobe or opening a tin of peas.

Fortunately you don't have to perform either of these challenging tasks in **Plasma Ball** – in fact, you don't have to do much at all, which is probably what's wrong with it. However, for £1.99 it's not a bad effort.

On a series of space platforms on the planet Odessia Mellenia (I only know the name 'cos it's written in the instructions, not because there are huge neon signs saying "Welcome to Odessia Mellenia, Please Drive Carefully), you have to fight your way through the natives to return to your home planet. The tetrahedrotrapezoidopolygonal (roughly diamond-shaped) platforms are pretty hard to steer around – whether you're using joystick or keyboard, once you start moving your plasma ball, it's easy to career over the edge and lose a life. However, there are low and high ball response options, so you can choose which suits you best.

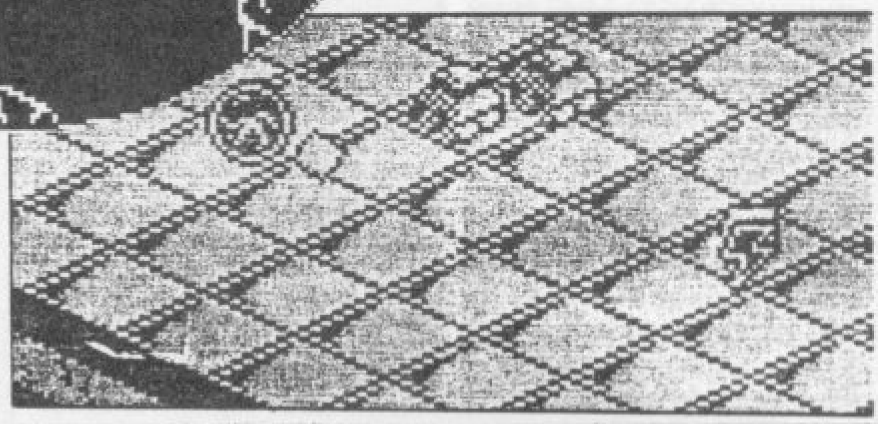


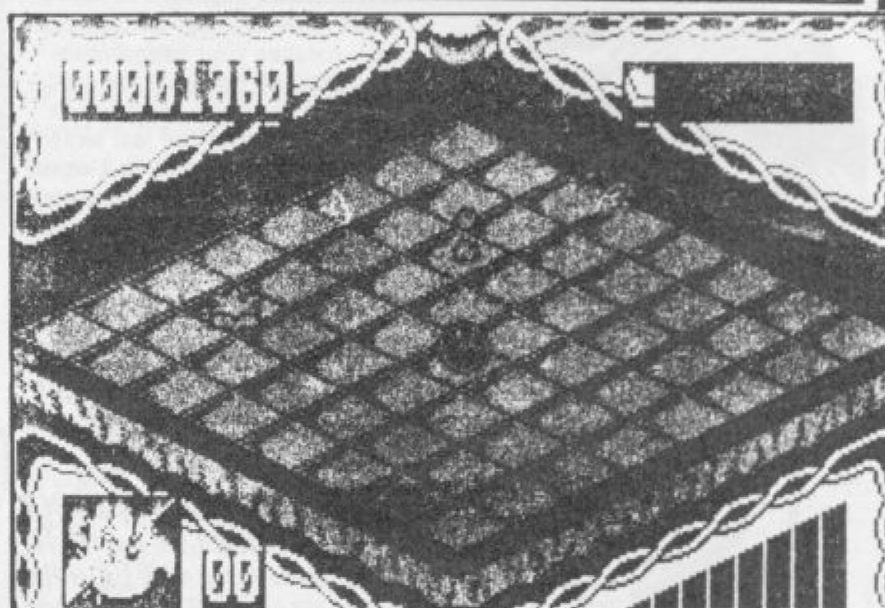
Once you've managed to practise controlling the ball, your aim is to bump off the baddies on each level by blasting them with positive energy. To do this you hold down the fire button and release it as your power meter (at the bottom right) builds to maximum strength. A blast of energy heads off in the direction you're moving, doing nasty injuries to the negative ions and IT creatures holding you captive. At the end of each level there's a super Ion which takes several hits to destroy – then it's on to the next level.

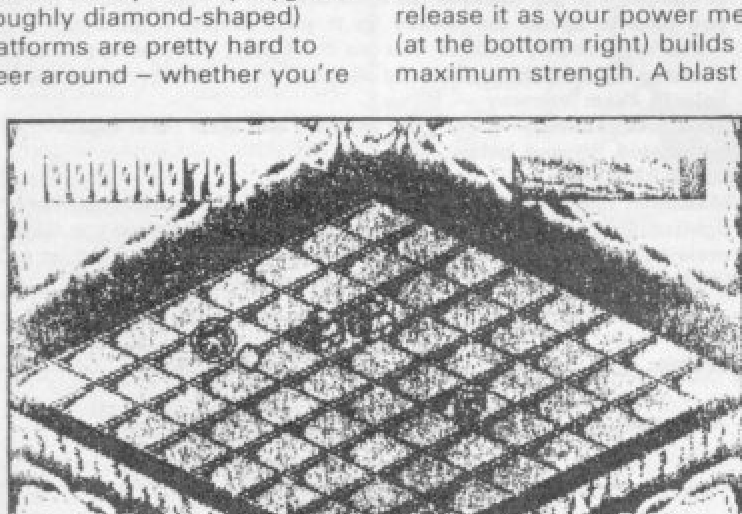
Later levels feature energy draining tiles, bottomless pits, ice tiles which make you skid around like Jim after half a shandy, lightning bolts which give you energy, and bonus stars which you must collect for extra energy on the bonus levels.

With fifty levels to complete, you'll probably be fed up of **Plasma Ball** before you come within sight of the end.

The sound effects aren't anything remarkable, but because the isometric graphics are quite nice, the end level nasties are suitably repulsive and it's dead cheap, I'm inclined to suggest you give it a buzz■







FAX BOX

ARCADE REVIEW

PLASMA BALL *Label:* ***Atlantis*** *Author:* ***In-house*** *Price:* ***£1.99*** *Memory:* ***48K/128K***
Joystick: ***Various***

GRAPHICS	SOUND
60	50
60	65
PLAYABILITY	LAST ABILITY

Cheap'n'cheerful bouncy ball blast-'em-up

Reviewer:

OVERALL **61**

10 20 30 40 50 60 70 80 90


Kenny Dalglish
SOCCER MANAGER
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SINCLAIR USER

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Pos	Last	Title	Comment	Publisher	Price	Rating	Award
1	(1)	ROBOCOP	Still there – and you lot can't even see the film!	OCEAN	£8.95	94%	
2	(3)	AFTERBURNER	Finally taking the slot from Op Wolf	ACTIVISION	£9.99	90%	
3	NEW!	EMLYN HUGHES IS	Phew! The power of SU! Look at it go!	AUDIOGENIC	£9.99	91%	CLASSIC
4	(2)	OPERATION WOLF	Brilliant, addictive etc etc	OCEAN	£8.95	90%	CLASSIC
5	(4)	DOUBLE DRAGON	Disappointing two player karate c'	MELBOURNE HOUSE	£9.99	51%	CLASSIC
6	NEW!	DRAGON NINJA	Another kicky kicky – but a good one	OCEAN	£8.95	78%	
7	NEW!	WEC LE MANS	One of the best racing games ever	IMAGINE	£8.95	91%	
8	NEW	WAR IN MIDDLE EARTH	Blend of every genre ever. It works	MELBOURNE HOUSE	£9.99	79%	
9	(6)	IN CROWD	Good value compilation from Ocean	OCEAN	£14.95	80%	
10	(5)	THUNDERBLADE	Fab conversion of a good coin-op	US GOLD	£8.99	87%	
11	(9)	FOOTBALL MANAGER II	An improvement on a legendary game, plays brilliantly	ADDICTIVE	£9.99	94%	
12	NEW!	FUN SCHOOL II	Um, well this is educational and we're a bit confused	DATABASE	£5.95	UR	
13	(8)	GIANTS	US Gold's great value compilation	US GOLD	£12.99	78%	
14	(7)	BATMAN	First-class Batman romp scenario	OCEAN	£8.95	90%	
15	(15)	FOUR SOCCER SIMS	Tedious collection of football games	CODEMASTERS	£8.99	42%	
16	(10)	LAST NINJA II	Wonderful, unmissable martial arts graphic adventure	SYSTEM 3	£12.99	92%	CLASSIC
17	(11)	R-TYPE	Possibly the best shoot-'em-up ever!	ACTIVISION	£9.99	90%	CLASSIC
18	(17)	HEROES OF THE LANCE	Unsuccessful cross of RPGs and arcade-adventure	US GOLD	£9.99	70%	
19	NEW!	TRACK SUIT MANAGER	Best football managerial game ever	GOLIATH	£9.95	93%	
20	(12)	BARBARIAN 2	Enjoyable beat-'em-up bit limited though	PALACE	£9.95	69%	



CHARTS COMMENT ▸ FULL PRICE

Just look at Emlyn Hughes International Soccer go, we said it was marvelous and wooosh the combination of

SIMULATION

1	EMLYN HUGHES INTER SOCCER	AUDIOGENIC
2	THE DOUBLE	OCEAN
3	ADVANCED PINBALL SIMULATOR	CODEMASTERS
4	FRUIT MACHINE SIMULATOR	CODEMASTERS
5	PRO SKATEBOARD SIMULATOR	CODEMASTERS

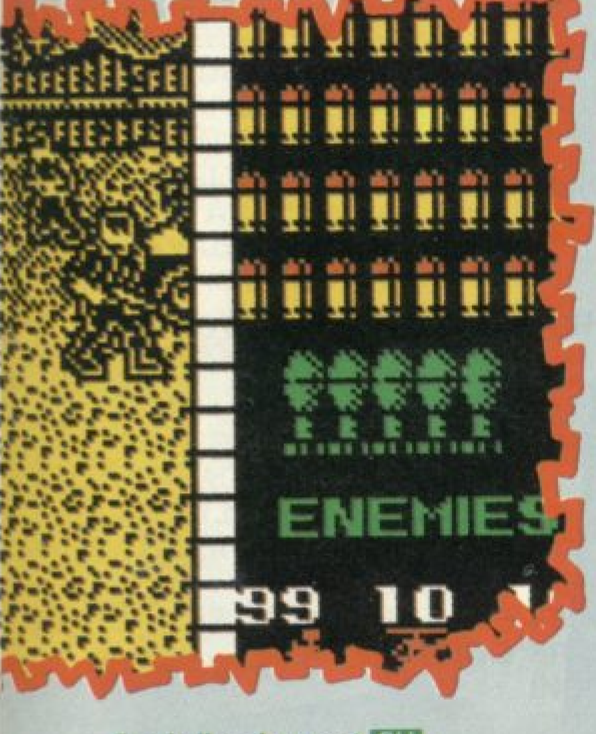
ARCADE

1	ROBOCOP	OCEAN
2	TREASURE ISLAND DIZZY	CODEMASTERS
3	BACK TO SCHOOL	ALTERNATIVE
4	AFTERBURNER	ACTIVISION
5	OPERATION WOLF	OCEAN

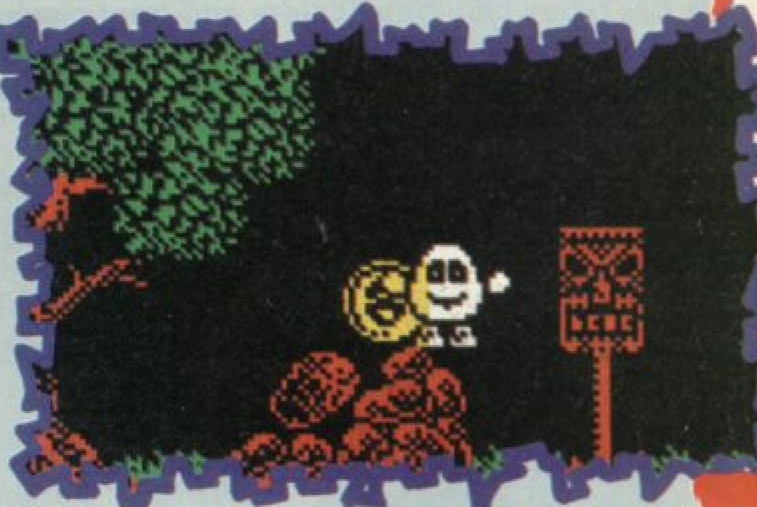


SU CHARTS

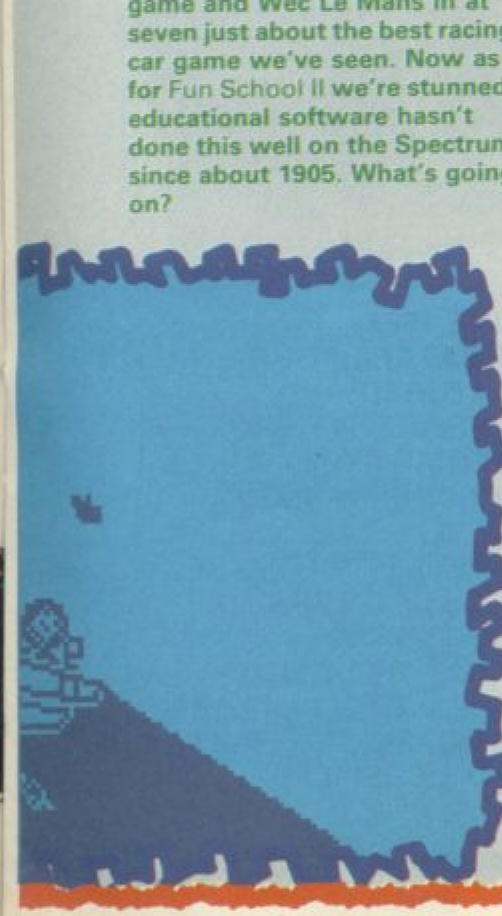
CHARTS COMMENT ♦ BUDGET



We said it'd do well and Dizzy certainly has, but we still don't think it's that great. Players are hitting the charts with almost every new release and Street Gang is in at four in one fell swoop. Same seems to be true for the ubiquitous Codemasters who have two new entries in both Big Foot and SAS Combat. Finally check out The Double an ancient football game we rated at six stars (remember them?) ages ago, now its back again on budget. Football games you can't beat them...



Football and a great SU review brings instant sales! This may be the one to knock the mighty Robocop from the top of the charts. Other than that things get interesting again about position six with Dragon Ninja a goodish kicky game and Wec Le Mans in at seven just about the best racing car game we've seen. Now as for Fun School II we're stunned, educational software hasn't done this well on the Spectrum since about 1905. What's going on?



★BUDGET 10

1	*NEW!*	**TREASURE ISLAND DIZZY**	Unsatisfying but as we said, popular sequel	**CODEMASTERS**	***£2.99***	**60%**
2	(8)	**BACK TO SCHOOL**	Follow up to Skooldaze. Somehow less funny	**PLAYERS**	***£2.99***	**70%**
3	(1)	**KNIGHTMARE**	Enjoyable graphical adventure based on SFX TV series	**MASTERTRONIC**	***£1.99***	**89%**
4	*NEW!*	**STREET GANG**	Lovely graphics but no real game	**PLAYERS**	***£2.99***	**54%**
5	(7)	**JOE BLADE 2**	A bit of a recovery for this one	**PLAYERS**	***£2.99***	**55%**
6	*NEW!*	**THE DOUBLE**	My God football games are a licence to print money	**ALTERNATIVE**	***£2.99***	**60%**
7	*NEW!*	**BIG FOOT**	Big game, grotty graphics	**CODEMASTERS**	***£2.99***	**UR**
8	(5)	**ACE 2**	Worthy follow up to Ace	**CASCADE**	***£2.99***	**76%**
9	*NEW!*	**SAS COMBAT**	Not very simulatory, or very SASish either	**CODEMASTERS**	***£2.99***	**58%**
10	(3)	**ADVANCED PINBALL SIMULATOR**	Below average pinball game	**CODE MASTERS**	***£2.99***	**85%**

FAB SU OFFER

IT'S unbelievable! Sinclair User **is offering, for a very limited period, back issues of** Sinclair User **for the period March 1988 to March 1989 for an incredible price of £1.15 (normal back issue price £2.00!) including postage and packing. If your collection is missing some megatapes this is your chance to fill in those missing gaps at a never-to-be-repeated price.**

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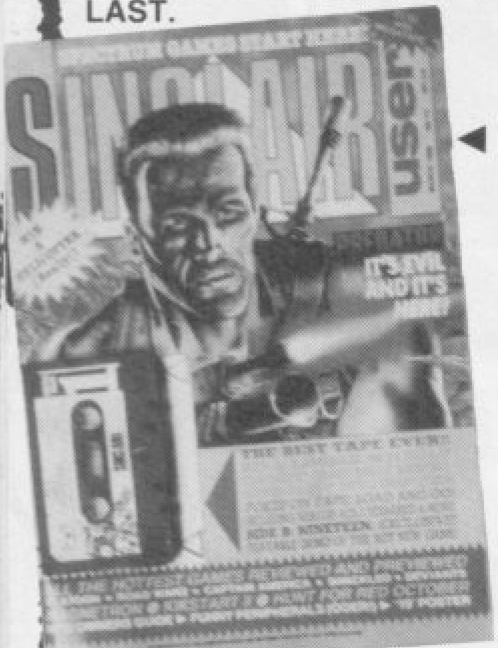
Now people usually run back issue pages to clear away vast piles of dodgy old issues nobody else wants.

THAT'S NOT TRUE HERE!

We've never run back issues in the past and may never do again.

We have very limited number of spare issues, so ACT NOW!

AS IT IS WE SHOULD BE ABLE TO FILL MOST ORDERS BUT CAN SUPPLY ORDERS ONLY WHILE STOCKS LAST.



WHAT YOU MISSED

◀ **MARCH 1988 MEGATAPE ONE FEATURED:** ZARJAS **FROM BINARY DESIGN. POKES INCLUDE:** TERRAMEX, MADBALLS, PHANTOM CLUB, ACE 2 **AND** NEBULUS. **PLAYABLE DEMO:** 19 **FROM CASCADE GAMES.**

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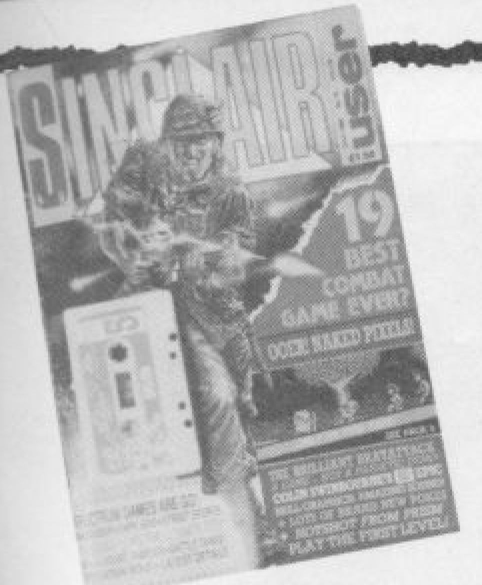
APRIL 1988 ▲ **MEGATAPE TWO FEATURED:** GO BEAR GO **FROM ODE. POKES INCLUDE:** PLATOON, PREDATOR, IK+, INSIDE OUTING, ROADWARS, DEVIANTS, KIKSTART II. **PLAYABLE DEMO:** BARD'S TALE **FROM EA**

MAY 1988 MEGATAPE THREE FEATURED: DAN DARE II SPECIAL GAME. **PLUS 100 POKES. PLAYABLE DEMO:** STREET FIGHTER **FROM US GOLD** ▼



JUNE 1988 MEGATAPE FOUR FEATURED: HYPERACTIVE **FROM SPECIAL FX. 20 POKES INCLUDE:** KARNOV, ENERGY WARRIOR, DAN DARE II, FRIGHTMARE, GHOSTBUSTERS, BUGGY BOY, MAGNETRON, GOTHIK, XARAX, **ETC. PLAYABLE DEMO:** SKATE CRAZY **FROM GREMLIN** ◀

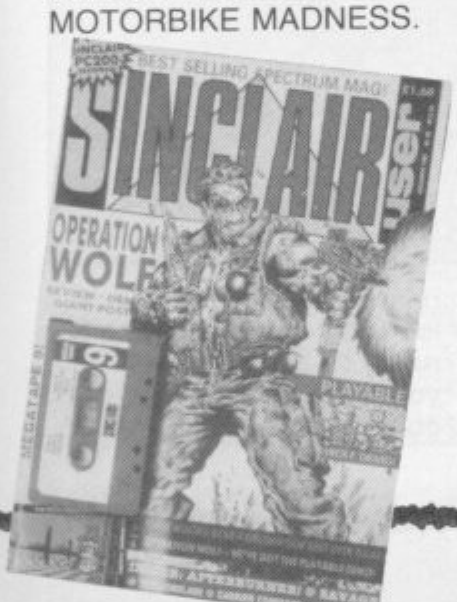




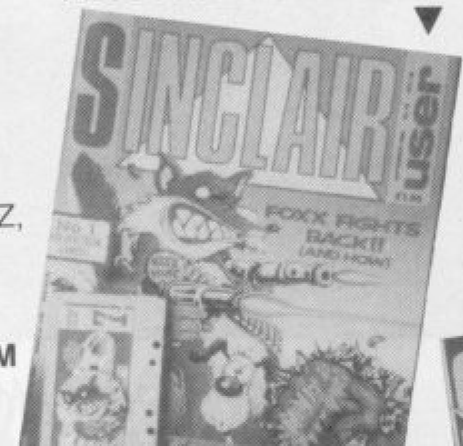
JULY 1988 ▲
MEGATAPE FIVE
FEATURED: BRATATTACK **FROM PLAYERS. POKES INCLUDED:** VIXEN, HYPERACTIVE, 1999, ACTION FORCE II, GUTZ, EARTHLIGHT, METAL ARMY **AND MORE! PLAYABLE DEMO:** HOTSHOT **FROM PRISM**



AUGUST 1988 ▲
MEGATAPE SIX
INCLUDED: ASTRO CLONE **FROM HEWSON. POKES INCLUDED:** BEYOND THE ICE PALACE, FOOTBALL MANAGER II, BRAT ATTACK, GRYZOR, FURY. **PLAYABLE DEMOS OF:** VIRUS, BARBARIAN II **AND** MOTORBIKE MADNESS.



SEPTEMBER 1988
MEGATAPE SEVEN
FEATURED: AMAUROTE **FROM MASTERTRONIC. POKES INCLUDED:** MARAUDER, BARBARIAN, ASTRO CLONE, MICKEY MOUSE, OCTAN, OVERKILL, STUNT BIKE SIMULATOR **AND MORE. PLAYABLE DEMO:** DALEY'S OLYMPIC CHALLENGE **PLUS FREE FOX BADGE! ▼**



OCTOBER 1988
MEGATAPE EIGHT
FEATURED: DEVIANTS **FROM PLAYERS. POKES INCLUDED:** THE DARK SIDE, VIRUS, EMPIRE STRIKES BACK, DEVIANTS, 19 – PART ONE. **PLAYABLE DEMO:** TYPHOON. **▼**



NOVEMBER 1988
MEGATAPE NINE
FEATURED BEAR A GRUDGE **ORIGINAL GAME. GIANT** OP WOLF **POSTER. PLAYABLE DEMO:** OPERATION WOLF!!!!
◀



DECEMBER 1988 ▲
MEGATAPE TEN
FEATURED: THREE COMPLETE GAMES! FINDERS KEEPERS/ SPELLBOUND KNIGHT TYME. **PLAYABLE DEMO:** TECHNO COP **AND COMPO ON TAPE!**



JANUARY 1989 ▲
MEGATAPE ELEVEN
FEATURED: 2 COMPLETE GAMES! BEACH HEAD 1 AND 2 **FROM US GOLD. POKES INCLUDED:** FINDERS KEEPERS, SPELLBOUND, KNIGHT TYME, SAVAGE, DRACONUS. **PLAYABLE DEMO: CIRCUS CIRCUS FROM MARTECH.**



FEBRUARY 1988
MEGATAPE TWELVE
FEATURED: BLOBOCOP **FROM PLAYERS FANTASTIC ORIGINAL GAME! PLAYABLE DEMO:** XENON **FROM MELBOURNE HOUSE (PLUS** SAM COUPE **DETAILS) ▼**





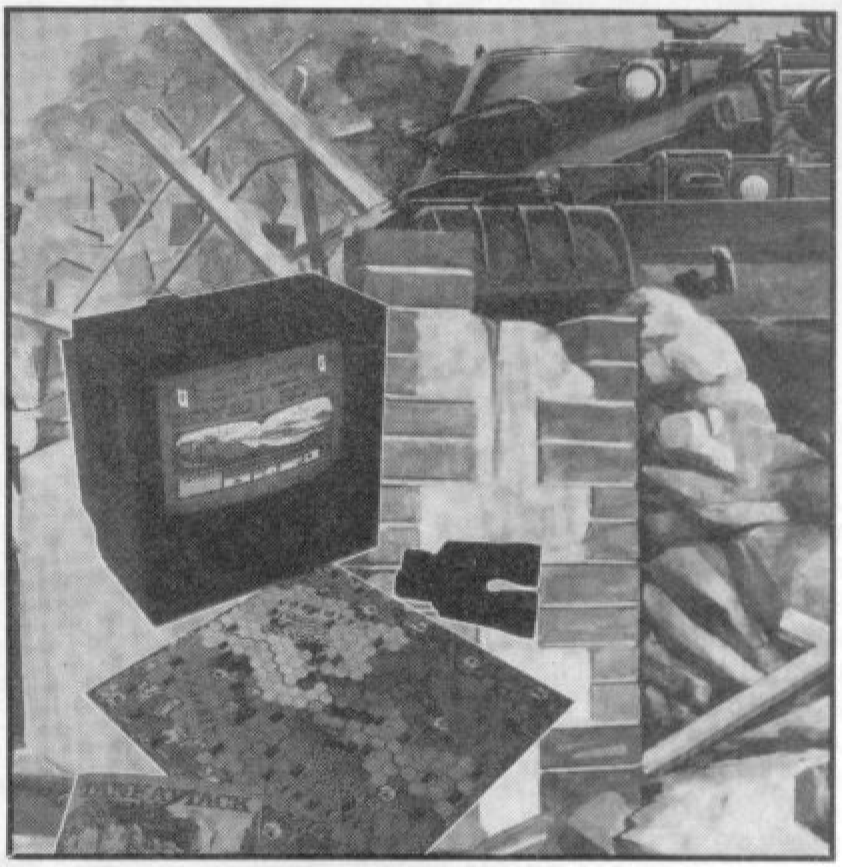
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◀ ADVENTURE!)

1

TANK ATTACK

Psst! Oi you, come here and squash you ear up against the page so that no one else can hear. Have we got an offer for you. You know that Tank Attack game? Yeah. Well you know we've reviewed it in this very ish? Yeah? And you know we thought it was pretty ruddy marvellous? Yeah? Well here's one thing you don't know smartybottom . . . those nice people from CDS love SU readers nearly as much as we do (nah, surely not – GT) and are prepared to let you have Tank Attack at £2.00 less than the usual price of £12.99.

Now pick yourself up off the carpet and send your sooper dooper Smash Coupon off now before it's too late!



£2.00 OFF SU SMASH OFFER

TANK ATTACK

Send coupon (along with your name and address) and a cheque/postal order made payable to CDS, Nimrod House, Beckett Road, Doncaster DN2 4AD. Make cheque/po for the sum of £10.99. Offer closes May 31st.

SMASH OFFER

2

RUN THE GAUNTLET

Someone once said "the best things in life are free" and I guess he was talking about the sun and clouds and flowers and girlie things like that. Unfortunately, he didn't include loverly wibbly Spectrum games, so you've all had to feed your pottery piggy, then wait until you had enough coppers for your fave game.

But now with SU's extremely wonderful Smash Coupons you don't have to save as much money and therefore don't have to wait as long for games. The game in question is Ocean's super Run The Gauntlet, which is a multi-event challenge that has you hurtling around in jeeps, boats and buggies against other countries. Usually RTG would cost you £9.95 but Ocean are being generous enough to let you have a whole £1.50 off. We reviewed RTG in the April ish and thought it was pretty ruddy smashing, and so will you if you send off your coupon today!

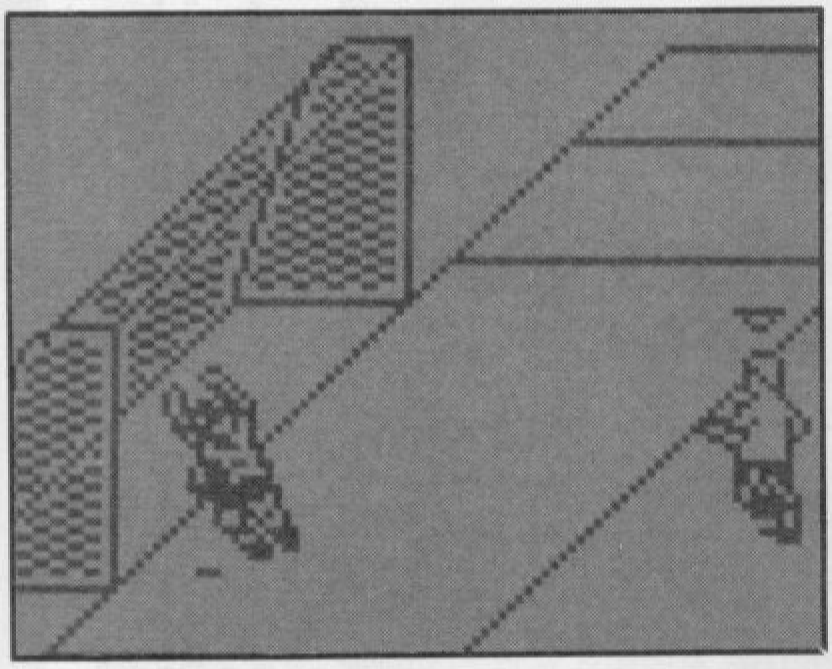


£1.50 OFF SU SMASH OFFER

RUN THE GAUNTLET

Send coupon (and your name and address) to Run the Gauntlet Offer, Ocean Software, 6 Central Street, Manchester M2 5NS together with a cheque for £8.45 made payable to Ocean.

EMLYN HUGHES INTERNATIONAL SOCCER



"Go on you Gooners", "Up the 'ammers", "the ref's a poof". You'll be practising all these delicate sayings ready for Cup Final Day, no doubt. While you're at it why not play Emlyn Hughes International Soccer to get yourself in a footy mood.

Not only did we review EHIS in the April ish, we did a Smash Coupon for it too, but it was so popular we're running it again, for those of you who missed it last time, heeeeeere's Emelyn (ee ello – Emlyn).

EHIS would usually cost the rather reasonable price of £9.95, but that nice man at Audiogenic is being completely loony and letting all SU readers have a massive £2.00 off AGAIN (what a boy!. So pump up your yellow banana (phwoor) and send your wibbly coupon off immediately!

3

SU SMASH OFFER

£2·00 OFF

E.H.I.S.

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CHICAGO 30's

These are tough times. Leans times. You can't get hold of software as readily as you could. What with the depression, the government are putting kerbs on the production and availability of quality games. At least that's how it feels sometimes. Still, we'll see you right. Just cut out this coupon and send it off to the boys at US Gold and we'll mail you back – in a plain brown wrapper, of course – a copy of Chicago 30's, the game about prohibition and hooch smugglin'.

And not only will you be able to enjoy the games, you'll be saving a whole stack of filthy lucre for your next illicit purchase. Know what I mean?

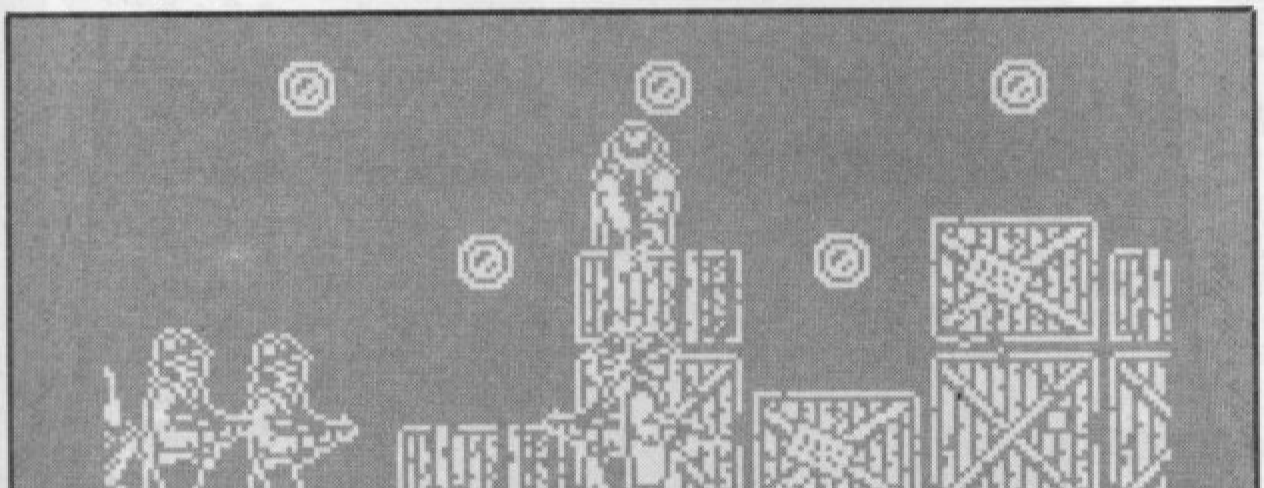
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SU SMASH OFFER

£1·50 OFF

CHICAGO 30's

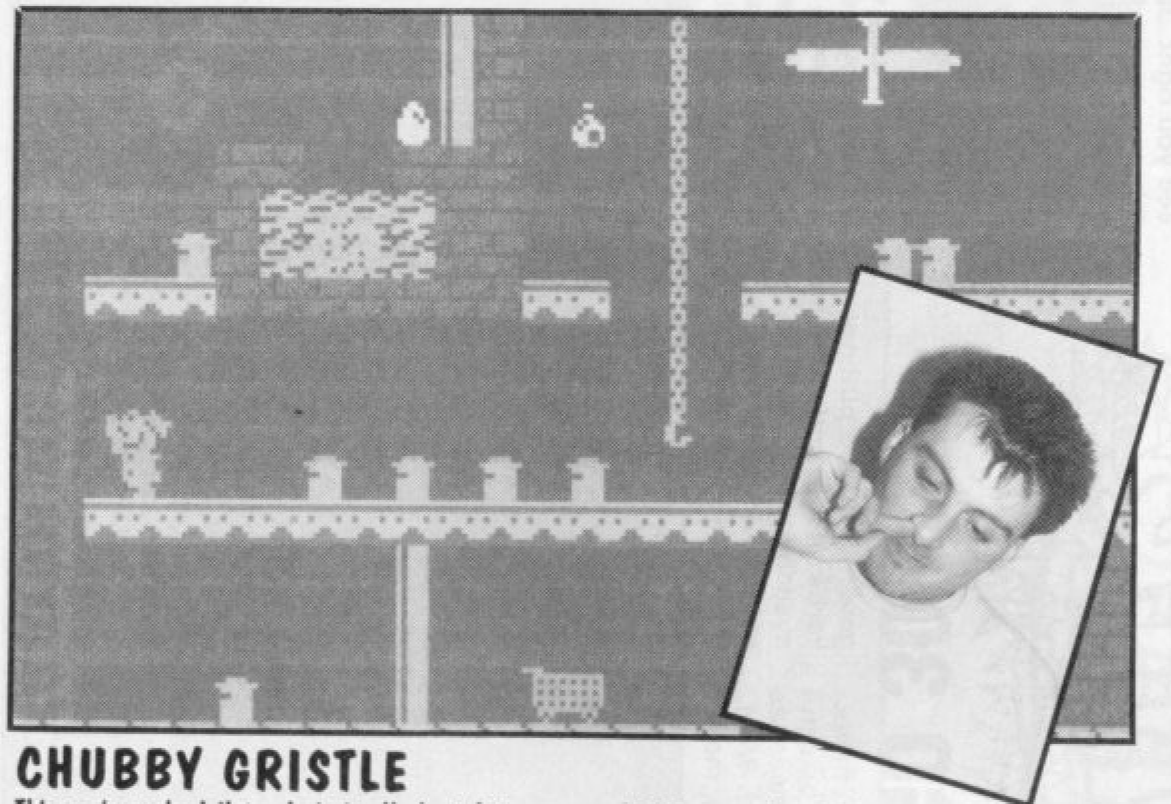
Send coupon (and your name and address) and a cheque/postal order made payable to US Gold Software to: Chicago 30's Smash Offer, US Gold, Units 2&3 Holford Industrial Estate, Birmingham B6 7AX. Make cheque/postal order out for the sum of £7.49. Offer closes May 31st.



GAMES ON 45...

(. . . pints of Superlager and a chicken vindaloo)

Alright my old son. Heeeerrrrrkkkkkkk. Oops, sorry, I had a Chicken Vindaloo and 27 pints of the Tenant's Super last night, Any'ow, it's me – whaddyermean WHO? It's me, Tim, King of the Lager Louts, the bloke with the six-pack and the Capri with a sticker saying "My other motor's another Capri." I'm 'ere to tell yer all about me favourite games, an' give you a few tips on the Lager Lout approach to games playing.



CHUBBY GRISTLE

This one's pucker! Not only is it all about fat geezers, which is a good crack, but it's got lots of MOTORS in it! Mind you, they look like Ladas to me – not the sort of thing the Lads would be seen drivin' aroun' Croydon in.

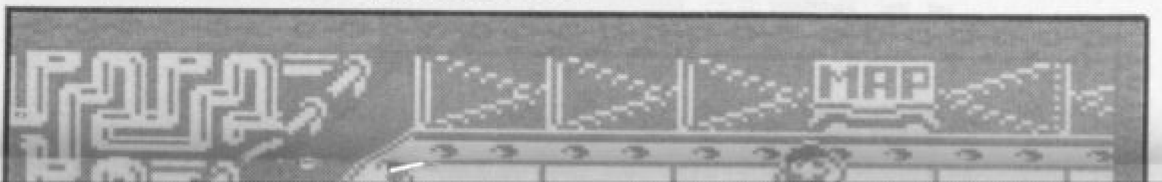
The fat git is you, an' you gotta get back to yer drum before the missus burns yer liver onions kidneys lamb chops sausage black pudding an' tripe. There's lots of object to collect, like cans of lager an' packets of fags I expect, an' you've gotter keep out of the way of the little bleeders in the yellow hats who are probably Leeds United supporters. BLINDIN'!

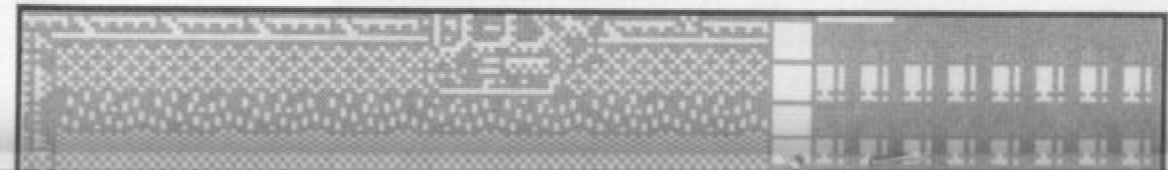


ARTURA

This one's like a typical night out at the Stanley and Ammonia Arms, my local boozer where they frisk you for weapons on the way in, an' if you haven't got any they give you some.

The bloke wiv the big chopper (hurk hurk!) is Artura, an' he's tryin' to regain 'is magical powers or somethin'. It don't really matter what, because all you have to do is run around choppin' everythin' that moves and generally give them a good seeing to. Sort of game I can relate to!

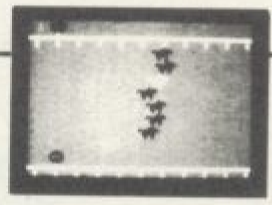




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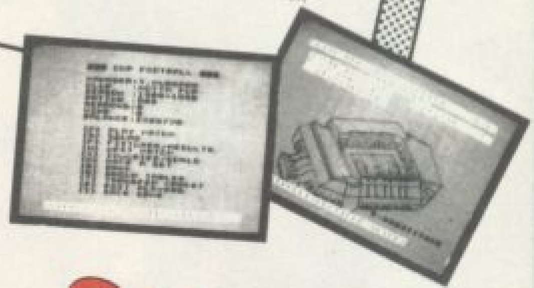
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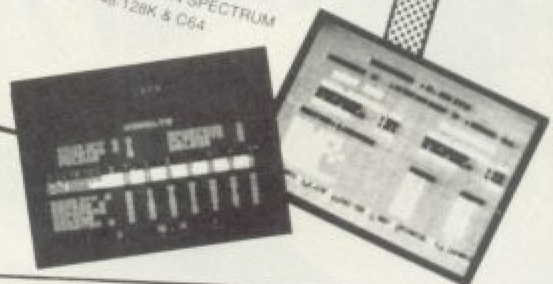
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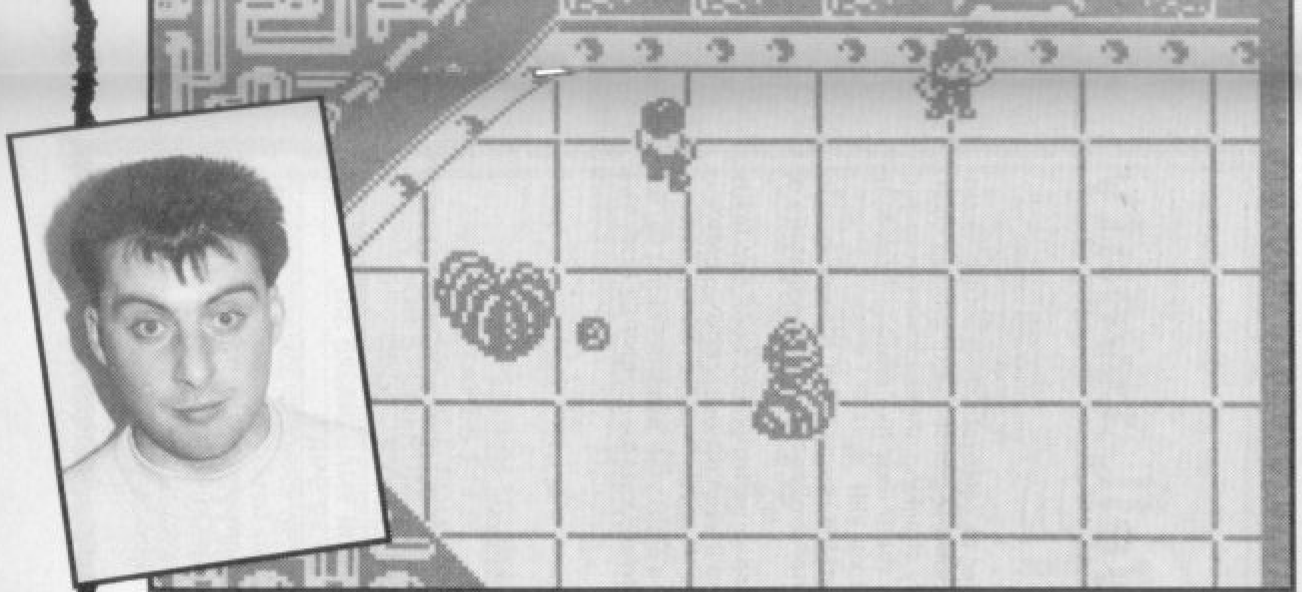
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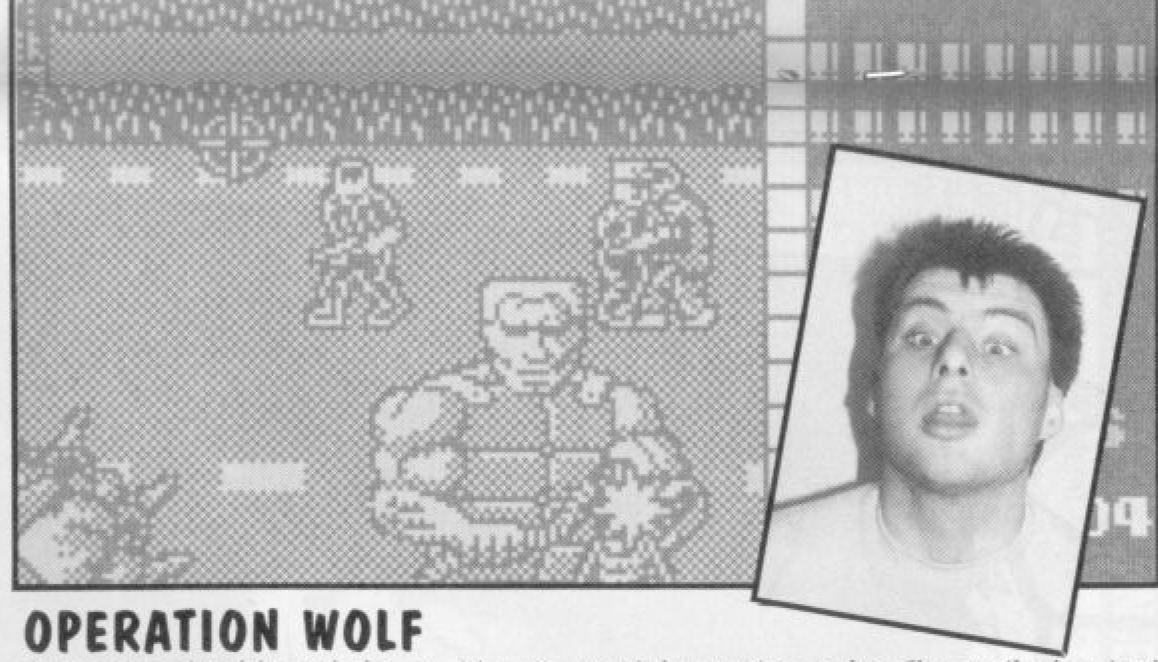

WAKO.
POSTER No 25
May
Lift staples to remove poster



ALIEN SYNDROME

This one reminds me of the lavvies at the Stanley and Ammonia; all tiled walls and slime all over the floor. Only in this game the slime jumps up an' attacks you. Mind you, it's just like that in the old boozer.

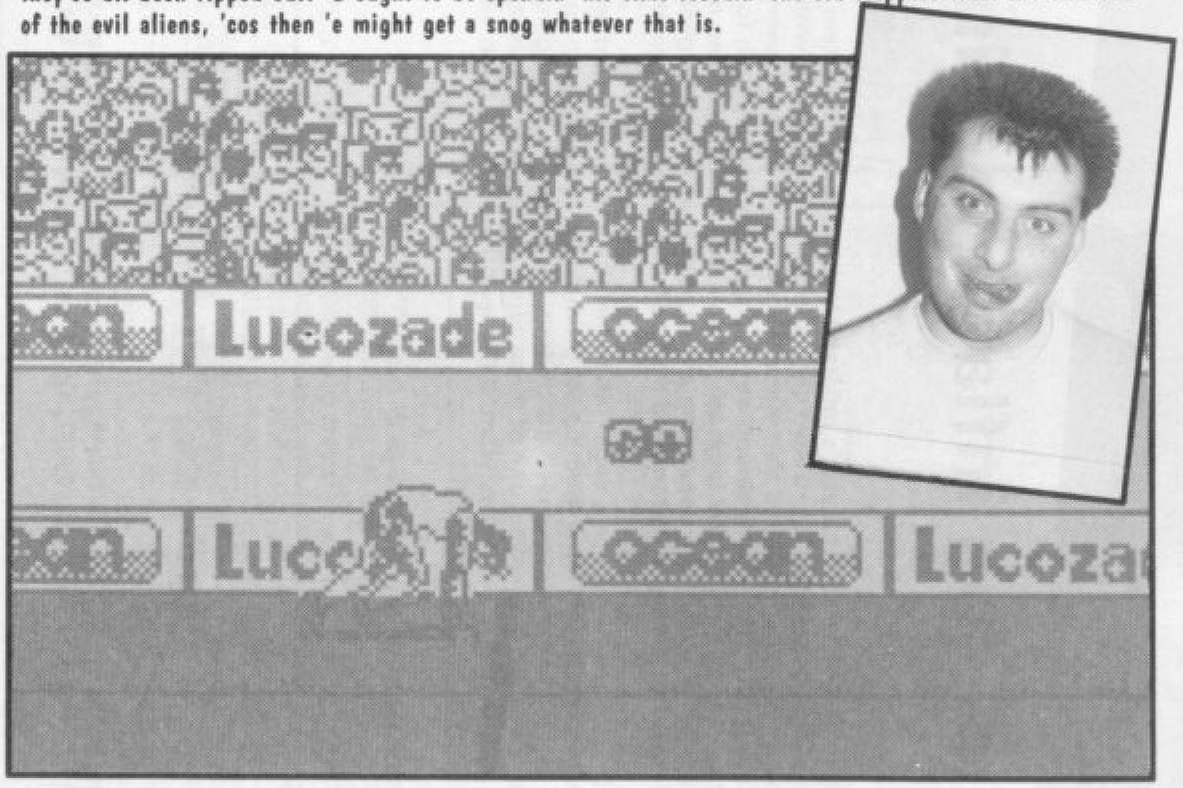
Anyway, the 'ole place looks like it's in need of a good job of plasterin', an' it's full of these aliens wot you've gotter cane wiv your laser an' fings. See that bloke at the top! 'E's looking for the 'and driers, but they've all been ripped out. 'E ought to be spendin' his time rescuin' the old slappers from the clutches of the evil aliens, 'cos then 'e might get a snog whatever that is.



OPERATION WOLF

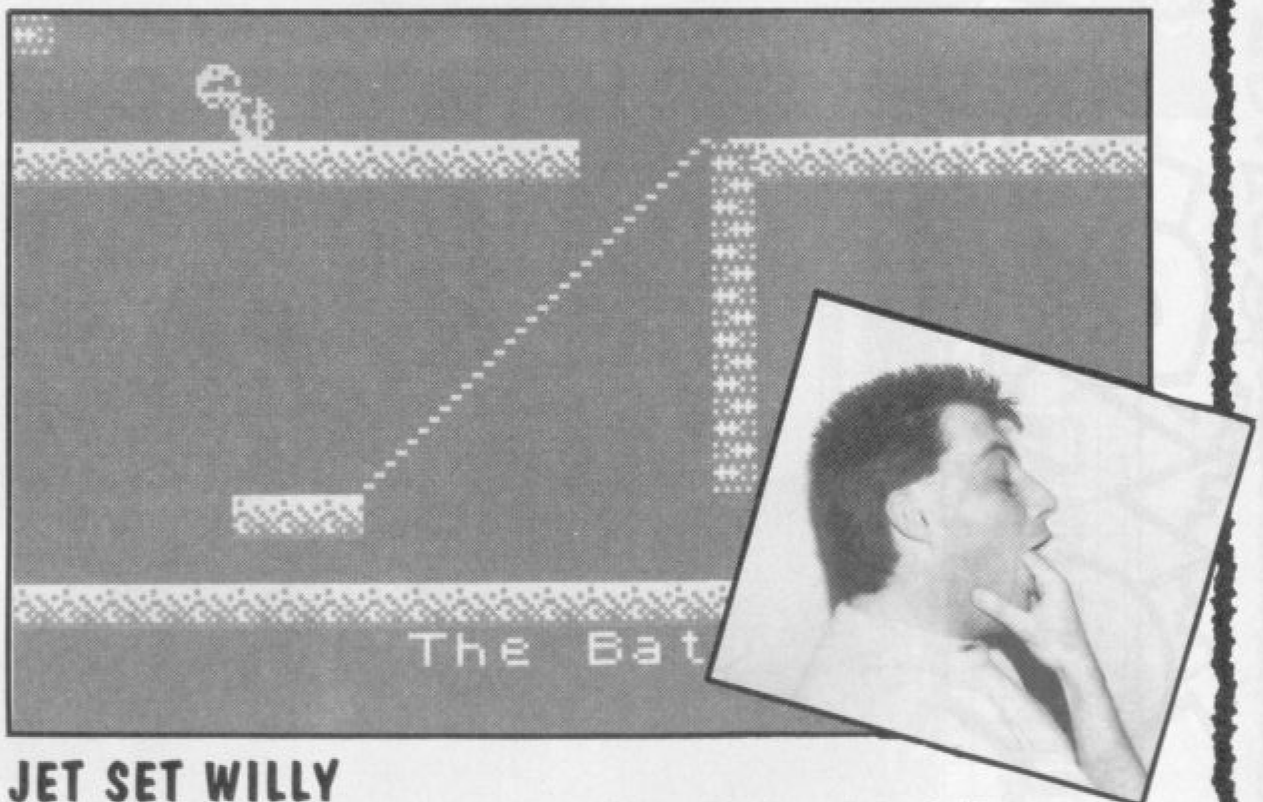
You can 'ave a lot of fun with this one. It's more excitin' than tryin' to get from Thornton Heath to South Croydon at two o'clock in the morning with a belly full of fizzy lager, and not gettin' a slap.

For a bit of variation in Operation Wolf, try shootin' the nurses, the children an' the hostages, well hard. You might not get a high score, but you'll have a lot more fun than the softies who try to play it proper. This is really one for the lads; Bit like getting hold of scousers down the Den.



DALEY THOMPSON'S DECATHLON

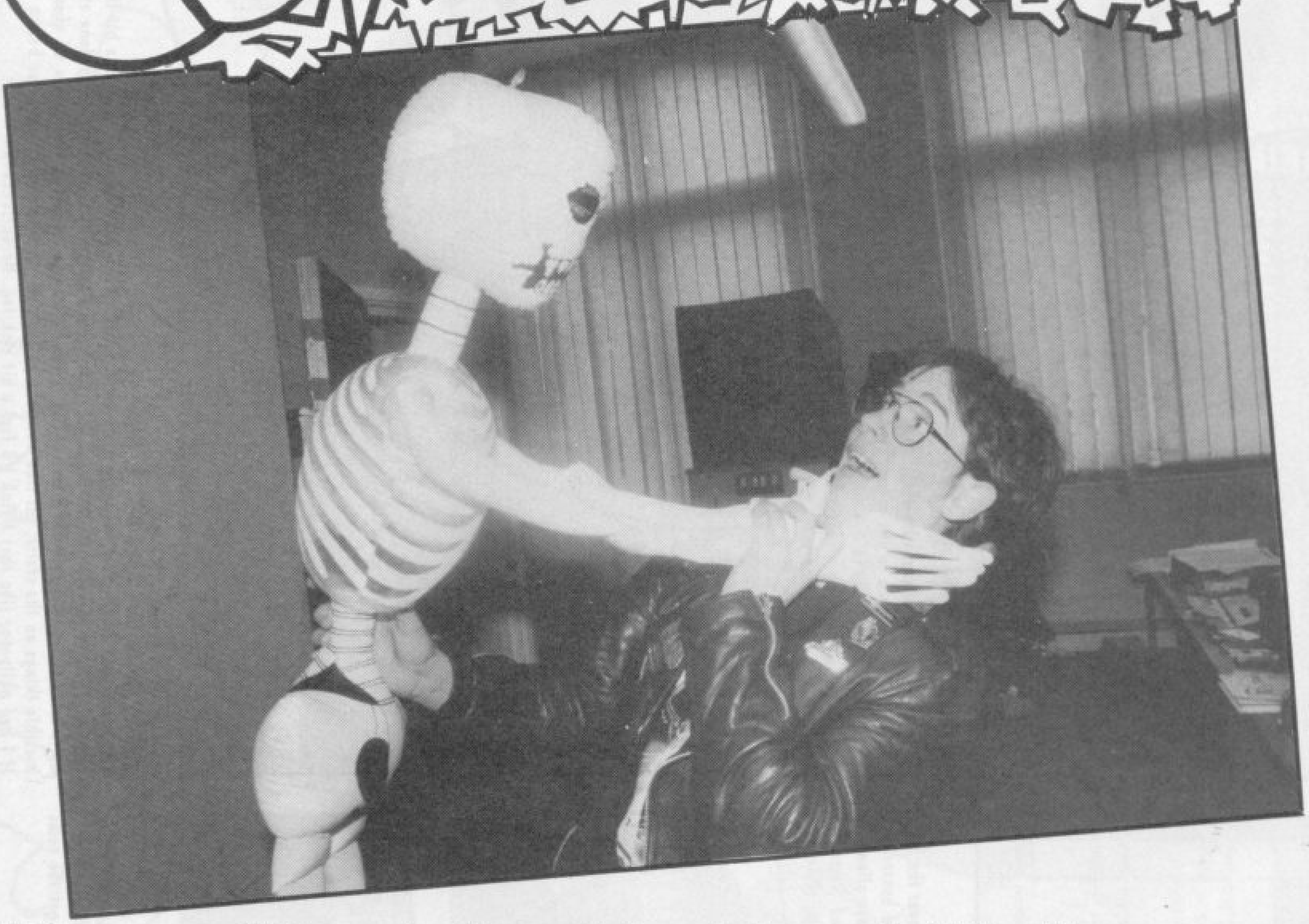
Just imagine you've had an enormous Vindaloo, thirty pints of Hofmeister (an' some alcohol as well) an tryin' to get home before your bladder bursts. That's the right frame of mind to play this triff game. Just keep saying to yerself "I gotter go, I gotter go" an' waggle that joystick! I don't think you'll get the same effect with Lucozade, Daley. No-one could keep thirty pints of that down.



JET SET WILLY

This one's well staggering, though I don't think much of the guy's bowler. 'E looks a bit like my probation officer. 'Is 'ouse looks a bit like mine, 'cos I'm having some structural alterations done at the moment – well, in fact it fell down when I was puttin' some shelves up. Anyway, the game's all about avoidin' horrible things on the stairs, bit like when the police visit, and making it to the lav before it's too late, but if I had wallpaper like that I fink I'd feel a bit sick too. Heeeurrekkkkk!

COMPETITION



Win a million inflatable things! (Well, twenty or so)

Eeeek! My God! It's horrible! It's scary! It's inflatable! It's Dominator! System 3 software, in order to celebrate their return to the wonderful world of Spectrum Software have got a super smashing and downright lovely competition organised with Sinclair User.

The game (which is megapreviewed elsewhere this month) is a horrific slimy affair with ghastly shocking aliens all slavering and gruesome and waiting to suck the very lifeblood out of anyone foollish enough to get involved with them. Just like real life kyak fnar.

You have to blast your way through the biomechanical body of the huge alien mothership and kill kill kill!

And what better way to announce the impending arrival of the game than by giving away some inflatable things. Well, it's not as mad as you may think, since there are big skeletons and the like in the game and these things are really rather similar to the prizes that we're giving away.

TWENTY lucky winners will all receive a super inflatable of some sort or another. There are skeletons and frogs and bees and loads more besides. Hours of fun. You can blow them up, let them down, blow them up again, burst them, you'll even probably end up blowing them up rather too often and making yourself go all dizzy through lack of oxygen.

And all you have to do in order to collect one of these super prizes is answer the questions below and send your answers along to: An Inflatable Skeleton! – Just what I've always wanted Competition, Sinclair User, 14 Holkham Road, Orton, Peterborough PE2 0UF. The closing date for the competition is May 31st.

The Questions:
1) Inflatable balloons used to be full of what gas?
2) But what always used to happen?
3) So now they are full of what?

Name....................

Address....................

1)....................

2)....................

3)....................

I completely understand that the Editor has final say in the competition and I mustn't do anything really dangerous with my inflatable toy once I've won it like attacking Granny and saying "Ooh look, it's Grandpa come back from the grave to get you!" or giving it a job in the cabinet.

TURBO ESPRIT

Label: **Elite** Author: **Durrell** Price: **£2.99** Memory: **48K/128K** Joystick: **Various** Reviewer: **Tony Dillon**

One of the fabbiest ever Spectrum car racing, drug busting, crime fighting games, and it doesn't even scroll round corners!

I can remember when this was released. What a product it was! And for its time! A masterpiece! What? What do you mean, some of you only got a Spectrum recently and have no idea what it's about? You want me to tell you as well, oh the cheek of it! Still, I like you face, so here goes.

You are an undercover cop, and you have been informed of a drug delivery that's going to take place in your town (one of four, you get to choose at the start!). The story is, an armoured car is going to pop in, make four deliveries to four drug cars, and then scarper. You have to intercept the drug cars AFTER they have collected the deliveries, and then get the armoured car. The trick is, don't be seen, because once you do, all the cars will do a runner and you'll be left with egg on your face.

The graphics are fast and smooth. All the cars are well drawn, and the little people that walk around the streets are sweet and cute. Sound is limited to a beep and a squeak, though the title tune is great.

One of the best games ever released, in my opinion, and if you don't buy it, then you're one hell of a mug.

93%

AZIMUTH HEAD ALIGNMENT KIT

UTILITY Label: **Interceptor** Author: **In-house** Price: **£8.99** Reviewer: **Chris Jenkins**

An invaluable utility for anyone with bald patches due to embarrassing hair-pulling no-load software situations

Now this is just what you need if you spend half your time failing to load games, and the other half taking them back to the shop. It's not new, but the packaging is. The Azimuth Head Alignment Kit is a simple software utility designed to help you adjust the angle of the tape head on your Plus 2 cassette deck. Mis-aligned tape heads, which aren't exactly perependicular to the tape, are the major cause of loading problems – and with more and more multi-load games on the market, it's more likely that you'll experience problems.

Supplied with a special screwdriver for adjusting the head angle, the package consists of a software cassette which squirts a 2000 baud signal into your Plus 2. By determining the angles between which the signal is strongest, and watching a counter reading off the signal, you can adjust the tape head to th correct angle.

Then you should have no trouble loading Joe Blade, the free bonus game on the reverse of the tape. Jolly good it is too, as you may know, and the final incentive you may need to invest in this invaluable utility.

80%

SPY HUNTER

Label: **Kixx** Author: **US Gold** Price: **£2.99** Memory: **48K/128K** Joystick: **Various** Reviewer: **Chris Jenkins**

Classic car-racing shoot-'em-up which still plays well despite primitive look

Hard to remember that the coin-op original of this game came out in 1983. Some of us weren't even born then . . . er, quite. Anyway, this one's long overdue for a budget re-release, because although it's appeared on some compilations, it's still streets ahead of many flashier coin-op convs on sheer playability.

The format is dead simple; steer your heavily-armed spy car up the scrolling screen, barging and blasting the equally be-weaponed opposition and avoiding steering straght into the roadside or into the water. Exciting enough, but halfway through you get a boat instead, and all the excitement becomes waterborne.

Dead simple, looks and sounds pretty grotty, but in fact as good a blast-up as you could wish for.

89%

TRANTOR

Label: **Kixx** Author: **US Gold** Price: **£2.99** Memory: **48K/128K** Joystick: **Various** Reviewer: **Chris Jenkins**

Big sprites, lots of action but some gameplay faults.

Another re-release, this time of a reasonably deserving multi-level in which a heroic star trooper takes on hordes of evil aliens. The gimmick here is that instead of being armed with your common or garden proton megablaster, Trantor has a thumping big flamethrower to see off the flying, hopping and crawling beasties, and he uses it to very good effect. You can almost smell the roasting aliens.

The problem with this game is that the action is non-stop, and the backgrounds of underground installations are quite fetching, there's little variation. All you do is run along the corridors, toasting everything that moves, looking for oxygen and fuel stations to help you get on to the next elevator. The eventual aim is to activate eight security terminals, then rearrange the code letters obtained into a phrase which will help you to escape from the planet.

Apart from the opening sequence which is very tedious to sit through after the first time, Trantor is as good a way as any as wasting a wet Wednesday afternoon.

68%

πr^2

Label: **Bugbyte** Author: **In-house** Price: **£1.99** Memory: **48K/128K** Joystick: **Various** Reviewer: **Chris Jenkins**

Strange but fairly enjoyable test of skill and strategy

OK, first things first, it's called "Pi-R-Squared", not "Mister Two". Secondly, it's not a conventional arcade adventure, but a unique and maddeningly addictive challenge of skill and forward planning.

Well received on its full-price release, πr^2 (the name's based on an equation for calculating the area of a circle, in case you didn't know) takes place in a strange universe of spinning cogged wheels. You control a robotic sphere which travels around the spinning wheels, changing direction and jumping from one wheel to another in search of sections of geometric formulae.

Stray thoughts interfere with your progress, draining your IQ, which can be restored by freeing books from the centre of wheels. There's also a calculator which improves your speed, and other bonuses and hazards.

Graphically smooth, cleverly designed and very unusual, πr^2 is worth a look if you're bored with the run-of-the-mill shoot-'em-ups.

74%

ANTIRIAD

Label: **Mastertronic** Author: **Palace** Price: **£2.99** Memory: **48K/128K** Joystick: **various** Reviewer: **Tony Dillon**

Big graphics, lots of detail, great gameplay.

For those of you with shorter memories than mine, Sacred Armour of Antiriad was the first ever game to feature interactive-comic-o-vision. What that means is that you get a free 16-page comic book with the game, telling the story of the sacred armour. It tells you that you have to clean the earth of the evil mutant scum by destroying a huge radioactive plant. To do this, you have to find the armour itself, along with a power pack, some jet boots to get it off the ground, a laser for defence and the super bomb to wipe out the tower.

This is a big adventure with more of the emphasis on arcade. The graphics are lagge and very detailed, the animation is ultra smooth and the game itself is very, very playable. You probably have got this already, but if by some strange quirk of fate, you don't, then get it. As Major Tom in CU would say, It's brill kids■

93%

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Games Review!

Bigfoot



When you're a seven-foot tall hairy anthropoid with a thick skull and protruding jaw, you don't get much choice when it comes to the girlies (you're right I don't – JD); so in this game our Bigfoot gets understandably mad when his beloved is kidnapped and locked in a cage. Cue lots of whacky hilarious zany spoffy madcap (that's enough adjectives – GT) adventures as the hairy hunk tries to find his shaggy sweetheart.

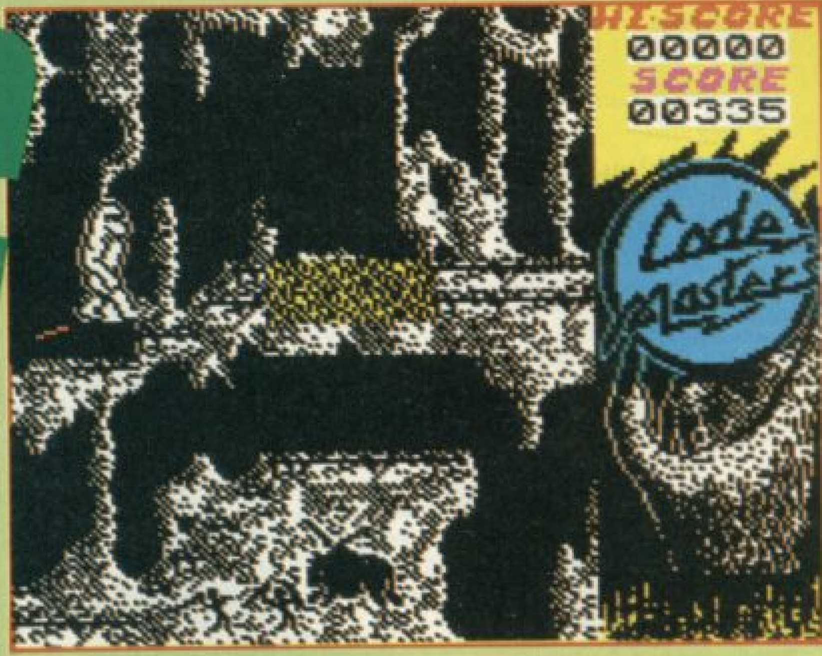
As you'd exepect from any Codemasters game, there's a fair amount of programming expertise and fairly complex gameplay of the find-one-object-and-stick-it-in-another-object variety. The graphics, though, aren't too hot; despite a choice fo display modes (full colour, half colour and mono), the backgrounds are just too bland to raise much excitement. Bigfoot himself is reasonably well drawn and animated, but tends to get lost among the backgrounds if you're in colour mode.

For some reason, many of the clues you need to solve the puzzles are given away in the instructions. As you swing through caverns and villages, your aim is to blow open Mrs Bigfoot's cage using TNT. But to do this you need to repair a broken power cable, collect six pieces of fuse wire, cut a piece of wire from a neon sign, and so on . . .

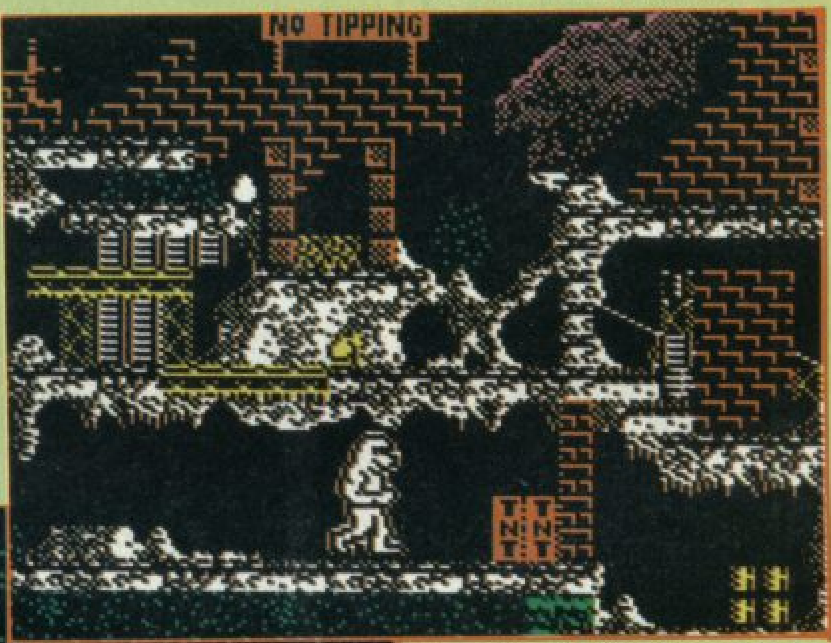
Along the way you have to jump over lakes of bubbling lava, throw rocks at swarms of bees, and keep picking up fairy cakes and spinach to pep up your energy. Yes, I know, it's all a bit jackanory isn't it.

One slightly irritating aspect of the game is the object handling menu; it's activated by using DOWN/FIRE, and gives you the options of picking up, putting down, or selecting an object for use. For some reason I found it difficult to get out of the menu once I wanted to return to the game; the joystick movement you feel OUGHT to do the job, doesn't. Still, it works, though it's a bit fiddly.

Sound is unremarkable; perhaps a more skilled soundtrack programmer could have given the game a bit more gloss, but it wouldn't have added to the overall playability. **Bigfoot** is a pretty minor game, and seems to be very easy to solve. But it's not hideously bad and has a few amusing moments, so check it out if you're starved for entertainment■











ARCADE REVIEW

FAX BOX

BIGFOOT *Label:* ***Codemasters*** *Author:* ***Talbot/Northcot/Day*** *Price:* ***£2.99*** *Memory:* ***48K/128K*** *Joystick:* ***Various***

GRAPHICS	SOUND
57	56
58	57
PLAYABILITY	LAST ABILITY

Unremarkable comedy arcade-adventure.

Reviewer:

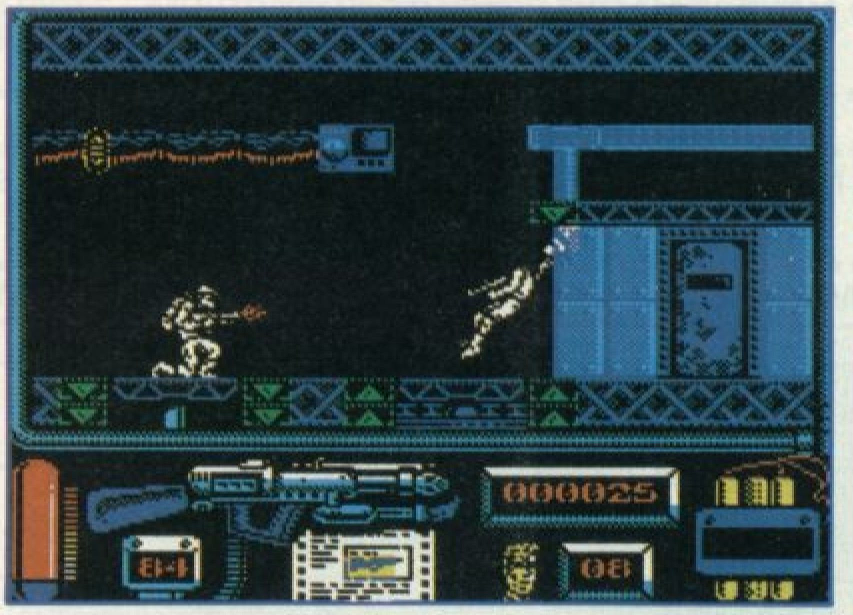
OVERALL 57

10 20 30 40 50 60 70 80 90

NAVY MOVES

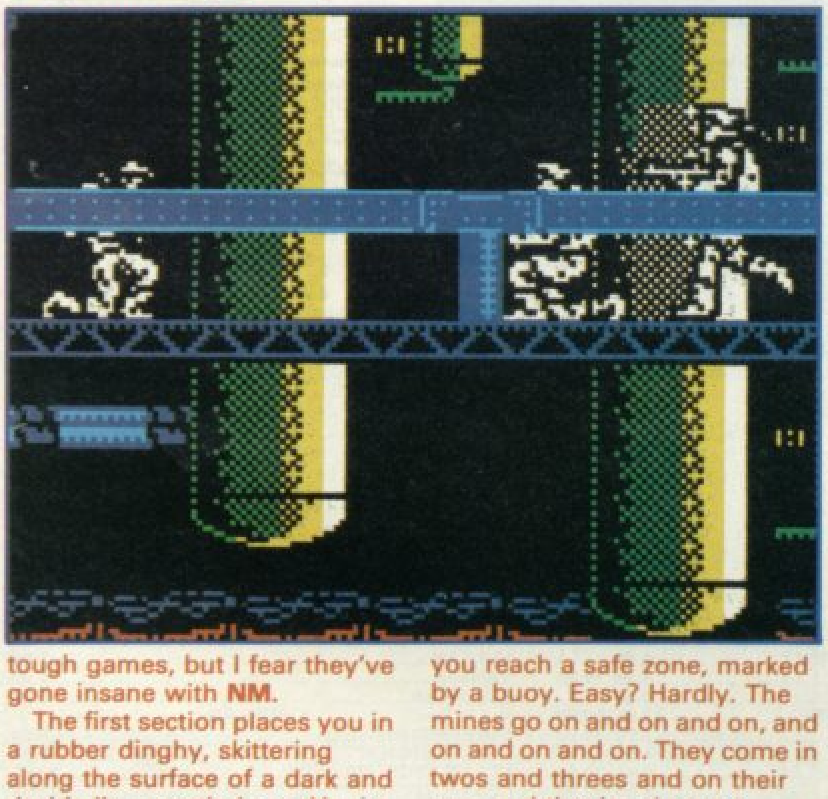
GAMES REVIEW!





There are very few things that make me furious and rabid with anger and despair. Games that are completely impossible from the very beginning come pretty close.

Navy Moves, the sequel to **Army Moves,** fact fans, is the latest offering from the people at Dinamic. They've always had a reputation for producing



tough games, but I fear they've gone insane with **NM.**

The first section places you in a rubber dinghy, skittering along the surface of a dark and decidedly unsettled sea. You're on your way to the enemy base with a sackful of Semtex sandwiches with which to scupper the baddies' plane.

The route to the base – which actually doesn't appear until part 2 – is bloody difficult. You bounce along the water, jumping over deadly pink candyfloss, which we're told are in fact USSEX-12 mines, until you reach a safe zone, marked by a buoy. Easy? Hardly. The mines go on and on and on, and on and on and on. They come in twos and threes and on their own and they're always a slightly different distance apart. Whenever you're blown up by one, you go back to the start of the section. Most of the time there's hardly enough room to land your dinghy between the mines and you have to bounce along the water, jumping, jumping and jumping in order to get through. This stage is simply too hard. Playability depleting silliness.



Once past the first two waves of mines, you have to take on the real nasty types. Enemy troops on jetski bikes ride on from either side of the screen and fire harpoon guns at you. They also crash into you. Since there's virtually no room to move around on the play area, making enough room for yourself to turn around and fire backwards is maddeningly hard. IT'S TOO HARD! I DON'T LIKE IT!!

If you can control yourself and not hurl the joystick at the telly through ulcers and blood pressure worries, you'll get onto an underwater section where octopi and sea monsters are your foes.

Once you're inside the base, things begin to take a slightly more gentle turn. You run around the complex, dodging the agents and trying to get together the necessary goodies to blow the place sky high.

Graphically, we're talking a pretty high sophis' level. You



can easily tell what everything is and everything is presented clearly. Although the play area is tiny and the scroll far from smooth, **Navy Moves** is far more attractive than most. It's a shame that the playability has been cursed with such a high difficulty level■



ARCADE REVIEW

FAX BOX

NAVY MOVES** Label: **Electronic Arts** Author: **Dinamic Software** Price: **£8.95** Memory: **48K/128K** Joystick: **Various

GRAPHICS	SOUND
78	65
60	69
PLAYABILITY	LAST ABILITY

Good looking though annoying and difficult. Just like me.

Reviewer:

OVERALL 74

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TANK ATTACK!

Cor lumme lawks! Here's another one of those 'board games with a bit of computer interaction' that CDS keep bringing out. I remember the last one well. **Brian Clough's Karate School** it was, and I remember not thinking much of it when I saw it. Mind you, not long after that, a friend of mine got hold of a copy, and we didn't stop playing it for weeks. This time I've taken the time out to play it with a friend, and you know what, it ain't bad at all.

You, and one to three other people, are commanders of a country's armoured forces. The aforementioned countries, who by some ingenious stroke of luck all beckon on each other's borders, just happen to be at war, so like good soldiers, you have to beat the crap out of the enemy.

Each player starts the game with an equal amount of units. Eight tanks of varying strengths and four armoured cars ditto. These they place within their own provinces around the 40 cm by 40 cm board that comes with the game. Then the game begins . . .

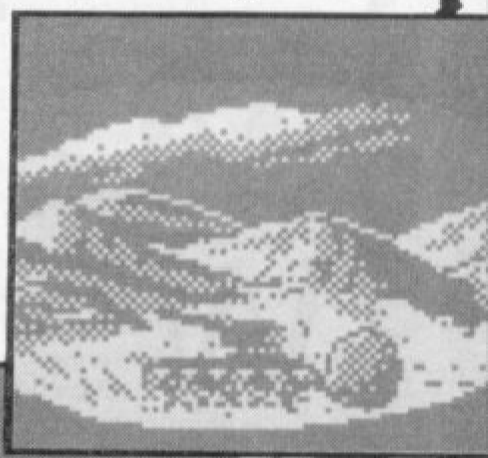
It is played like a standard wargame, but the pieces and board add a 'real' feel and make it easier to understand battle situations. Each player in turn checks the computer to see how many action points they have for the round, and allots them accordingly. One action point will move one vehicle two squares across flat ground. On hilly ground, they can only move one, and mountains and rivers are out of bounds.

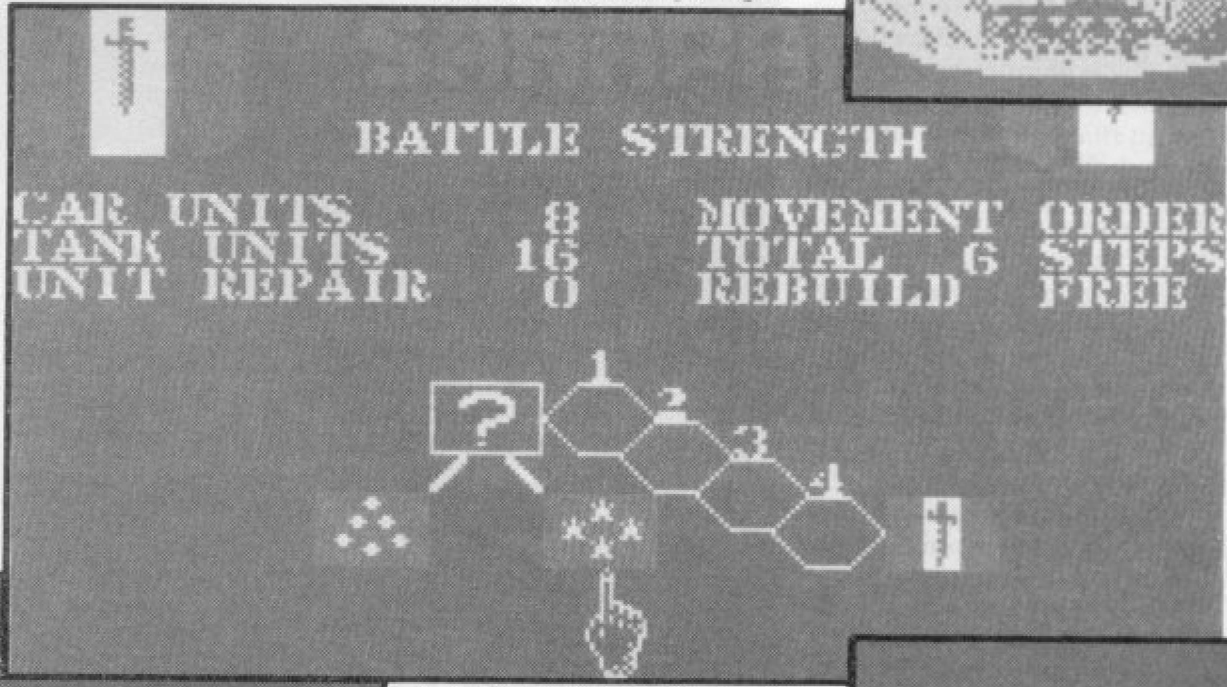
If any kind of conflict occurs, e.g. one of the current player's units encounters an opposing unit, or a player's unit comes across an enemy factory or even the HQ, then the respective icon is selected on the main game screen. The players then get to feed in all the relevant info on the encounter (type of vehicle(s), distance etc) and then get to view the action on screen in glorious technicolour. The computer then prints up the result and reports any action that needs to be followed, i.e. the removal of destroyed pieces.

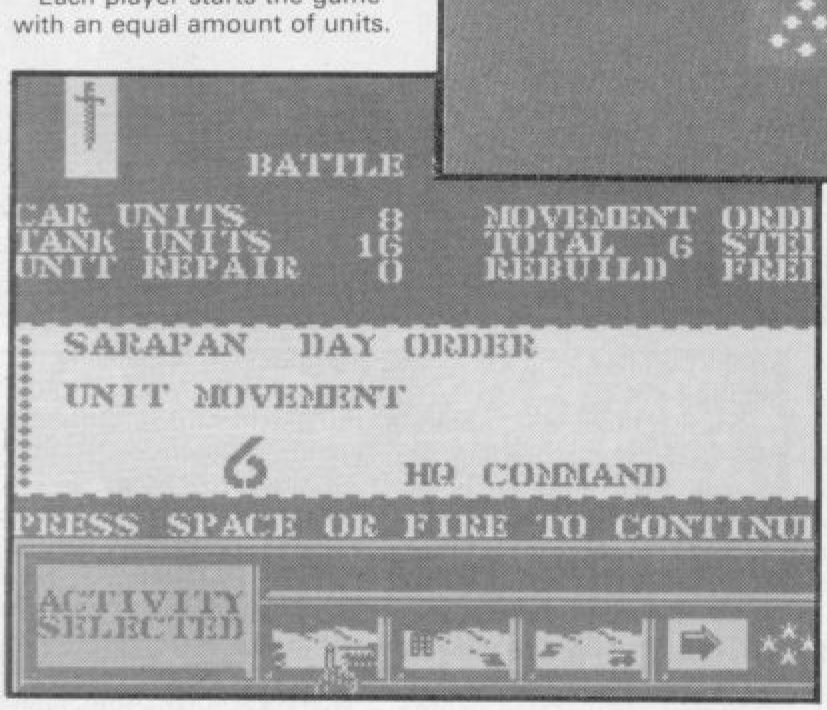
Tank Attack is presented very professionally. The packaging and pieces are high quality, though due to their small size I can see little tanks getting lost very easily – camoflage colours can work on rugs too!

On-screen presentation is attractive. Between turns a newspaper front page is displayed telling you in dramatic headlines 'how goes the battle'. Colour is used very well, especially on the action sequences, where there is a lot of colour, but surprisingly little clash.

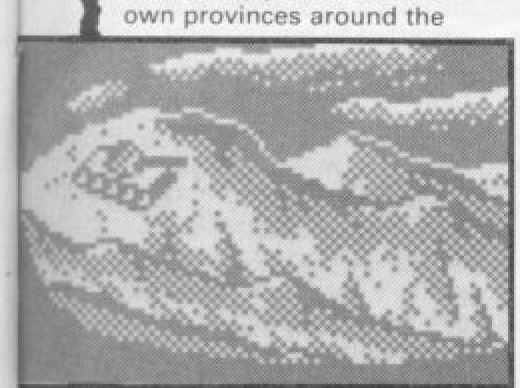
It's well worth buying if (a) you've got a friend (that's Chris out – JD) (b) you like strategy■











FAX BOX

ARCADE REVIEW

TANK ATTACK *Label:* **CDS** *Author:* **A&H Andersson** *Price:* **£12.99** *Memory:* **48K/128K** *Joystick:* **Various**

GRAPHICS	SOUND
70	n/a
86	70
PLAYABILITY	LAST ABILITY

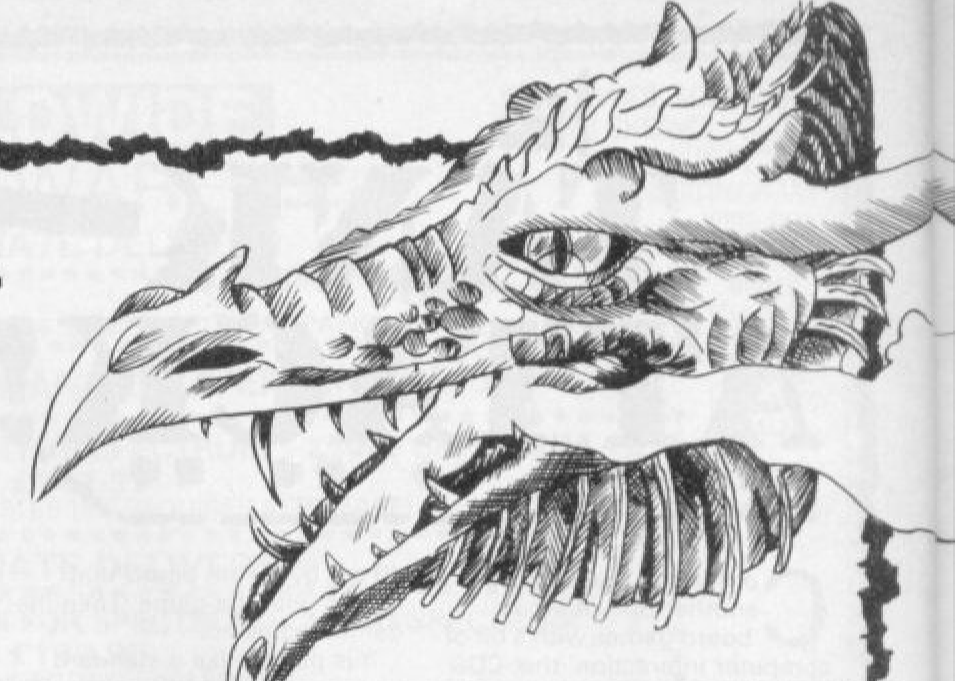
A good game, but must have two players.

Reviewer: Tony Dillon

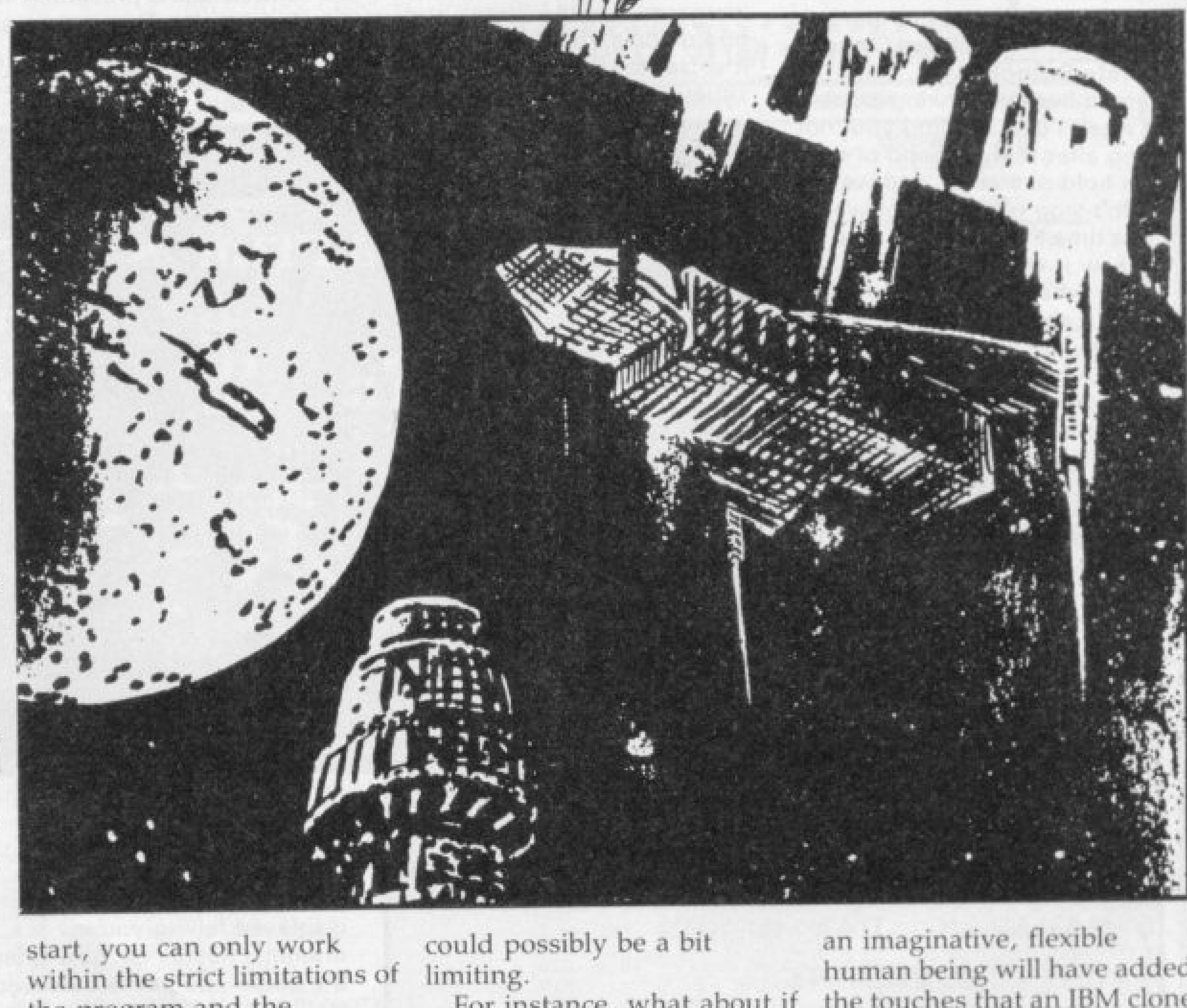
OVERALL **78**

10 20 30 40 50 60 70 80 90

Play by Mail



Well, in the past few months, we've covered quite a few computer moderated games – that is, for those of you that have been talking at the back of the class, PBM games where the orders on your turn sheet are reduced to a few codes, plugged into a program along with orders from all the other players in your game (usually quite a lot, processed and the results printed out and sent back to you. No worries.



Now, this sort of game has distinct advantages – like it can have huge numbers of players and the turnaround times can be reasonably short, for the obvious reason that the computer is doing all the really hard work.

On the down side, for the extremely wacky amongst us, computer moderated PBM can be a bit limiting. For a start, you can only work within the strict limitations of the program and the rulebook. For example, supposing your tribe/party/race meets a group of non-player characters. What can you do in a computer moderated game. Attack? Greet? Ambush? Depending on the game, your options could possibly be a bit limiting.



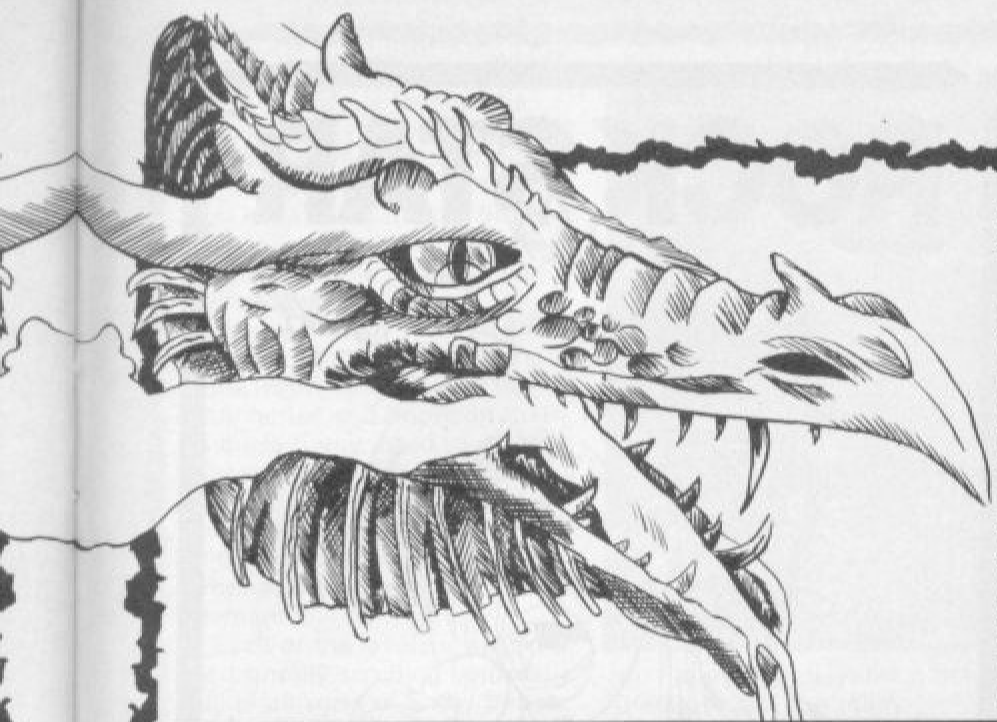
For instance, what about if you decided the best course of action was to offer them a good massage? Recommend a great Tandoori in the next sector? Play the opening bars of the 1812 on their camel's teeth? These things could not be catered for in the average computer moderated game. And that is where hand moderated games come into their own.

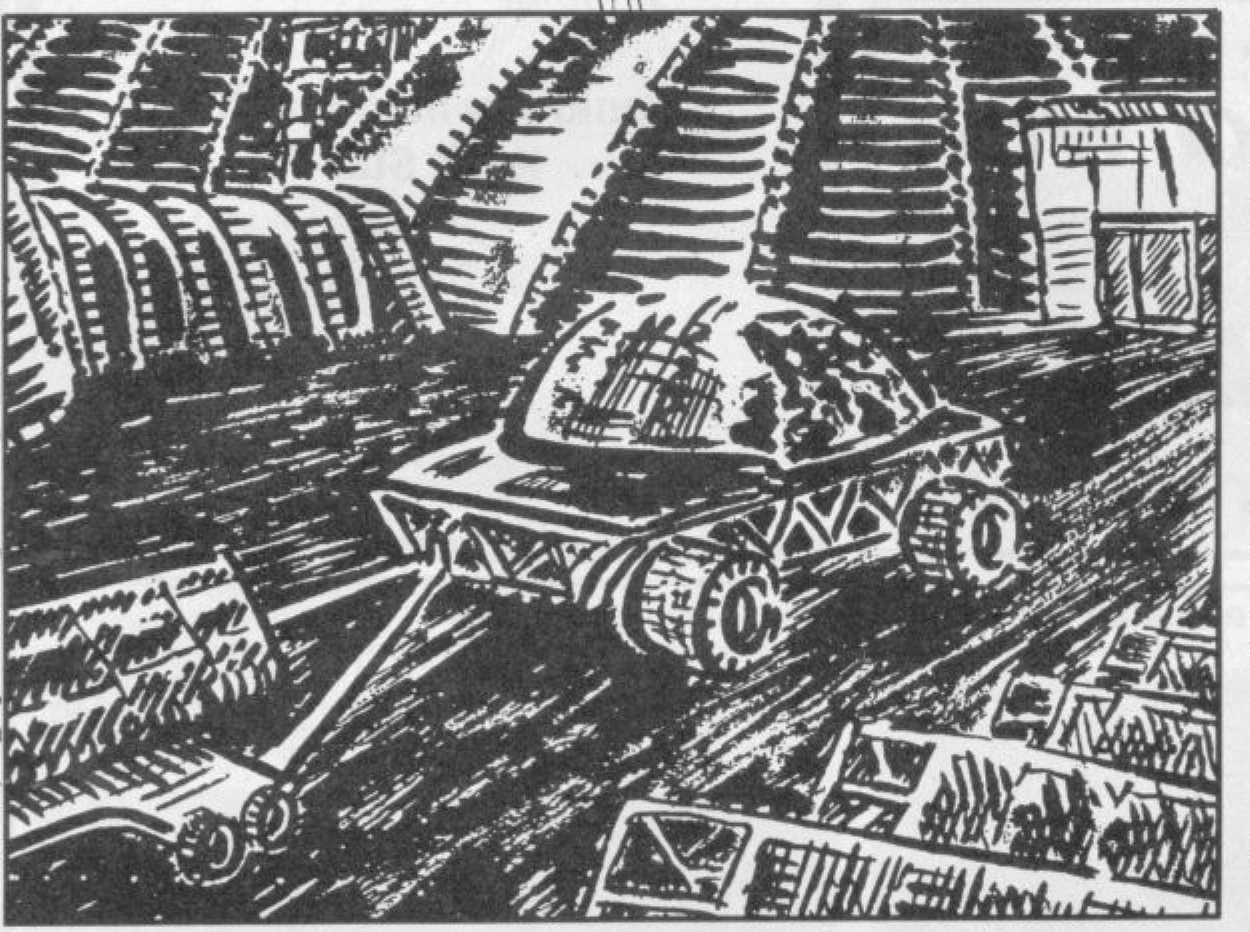
In a hand moderated game, the turn is processed by neurons rather than chips. A referee – more often than not the guy that not only runs the game but who wrote the rulebook – will personally assess the orders that you have given on your turn sheet, and you will get back a written reply, the same as before. The difference is that an imaginative, flexible human being will have added the touches that an IBM clone couldn't have handled even running at 25 Meg.

This also has disadvantages. The nature of human-moderation is that there are fewer players in a game . . . that might take some fun out of it for you. That also means the game might cost a bit more to play than other games, too – although as someone admitted to me recently, "no-one ever made money out of hand-moderated games!"

Also, because some humans are more flexible and imaginative than others, you might find the quality of hand-moderated games varies a lot more than their computer moderated counterparts.

But I can tell you from







personal experience, if you get into a good hand moderated game, it can be like living the central character of a fantasy novel – and that's quite a buzz!

We'll be looking at quite a few hand-moderated games in the next few months, but the first is an unusual science fiction based world, which has come out of the mind of Mark Tingley of Tingols Games.

Called **Ether,** this is a refreshing change from the hack and slay **Traveller** clones or computer moderated **Star Web variants. Ether** is set in a universe a few hundred years in the future, where Earth has killed itself, but not before self-supporting colonies were set up in the Solar System.

A faster-than-light drive has been invented – but not faster-than-light mail. It is a time of high-tech and rapid expansion of the economies. Thus, a new governing body has been formed (the Independent Company Corporation) to encourage young entrepreneurs to move off crowded colony worlds into new unexplored areas to set up new businesses. A kind of 23rd century Enterprise Allowance Scheme, if you like.

New businesses are given a 90 year free lease on a new world or planet with factory and housing tailored to your specific needs – and told to get on with it.

You start off by choosing which industry/sector your business will trade in from a list of over thirty . . . then it's over to you.

Your company, governed by the company directors, will employ various specialists, such as Security Guards, Accountants, Foremen, etc, and the basic rulebook details how to keep the business ticking over/improving; but like many hand moderated rulebooks, it is only a framework within which you have to use your imagination to create a personality, motivation and a goal for your Corporation.

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Ether certainly looks to be of interest and has been play-tested for a year now, so most of the major bugs should be out. Mark tells me that the end product should be available by the summer, with a start-up cost of £5.00 (including two free turns) with turns being another £1.50 after that. Also produced every four weeks is a scandal sheet called **Ether Link** that is 75p per copy.

Write to Tingols Games at Heath Farm, Deans Lane, Tadworth KT20 7UD.

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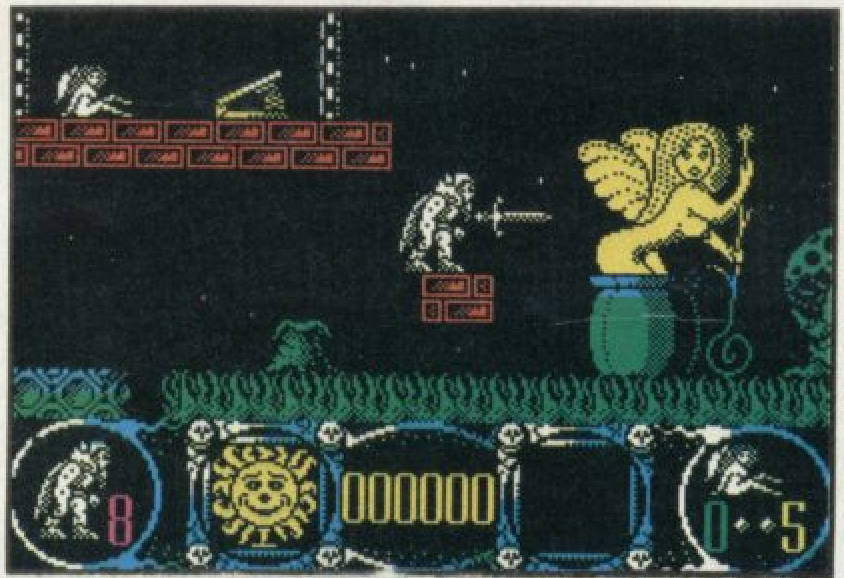
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STORMLORD



Aaaargh! I can't take it! Not more lovely little pixie type elfin fairy folk! You know what the bad thing is? You don't get to kill them, you have to *rescue* the little mites. You don't get to harm a single one! Life just isn't fair sometimes.

You see, there's this evil Queen, right. An' what she's done, right, is kidnap all the little fairies and imprison them in these funny, hard to reach places. To save them, you have to work your winding way through an arcade adventure with more than a slight emphasis on the arcade element.

Each of the levels is set on a horizontally scrolling landscape full of all sorts of funny things. There are springboards that catapult you to areas unreachable by any other means. There are lots of different sorts of animated nasties, like the eggs that transform into flies when they hit the ground and the homing worms. Then there are the bubble spouting thingeys. They are annoying. They fire little bubbles into the air that you have to walk under. Time it wrong and you lose one of your eight lives. Eight might seem a little excessive, but believe me, you need them all.



Finally, there are the puzzles. These are made up of two parts. The first is an impassable object, the other is the means to get around it. For example, the first problem you find is a locked door. Close at hand is a key. You get my meaning?

It won't be long before you are linking puzzles like nobody's business, and it's then that you notice the glitch. The frustratingly unplayable glitch. There are just too many positions where you die through no fault of your own and there is nothing you can do about it. For example, at one point on the first level, you have to go through a Dragon's cave to get to one of the fairies. Dragons swoop past, killing you on contact. They swoop from above and they swoop from below. You can only fire forward. This means that if you are in mid jump and one swoops from below, then you get hit. There is just nothing you can do. It's this kind of bad planning that lessens the mark of what could have been a very highly rated game.

The graphics are great. There is no other way to describe them. Tons of colour. Large, well animated sprites, great explosions, smooth scrolling and no colour clash. I smell the hand of Cecco here, and I'm not wrong. One thing that did make me laugh was the slightly dubious use of naked female statues. Did he really have to put them in, and did they have to be so big? I can see the letters flooding in now.



As an arcade adventure, it's less than average. The puzzles are simple, and not in the slightest bit taxing, so the game has to fall back on its arcade elements, and as I've already said, as an arcade game, it's not all that hot.

So, what are we left with. A less than average arcade adventure, and a frustrating arcade game. It's by no means crap, it's just not as good as it's hyped up to be.



ARCADE REVIEW

FAX BOX

STORMLORD *Label:* ***Hewson*** *Author:* ***R. Cecco*** *Price:* ***£8.95*** *Memory:* ***48K/128K*** *Joystick:* ***Various***

GRAPHICS	SOUND
88	73
62	73
PLAYABILITY	LAST ABILITY

Not the best game Hewson's ever released. Not the worst, but not the best.

Reviewer: Tony Dillon

OVERALL **71**

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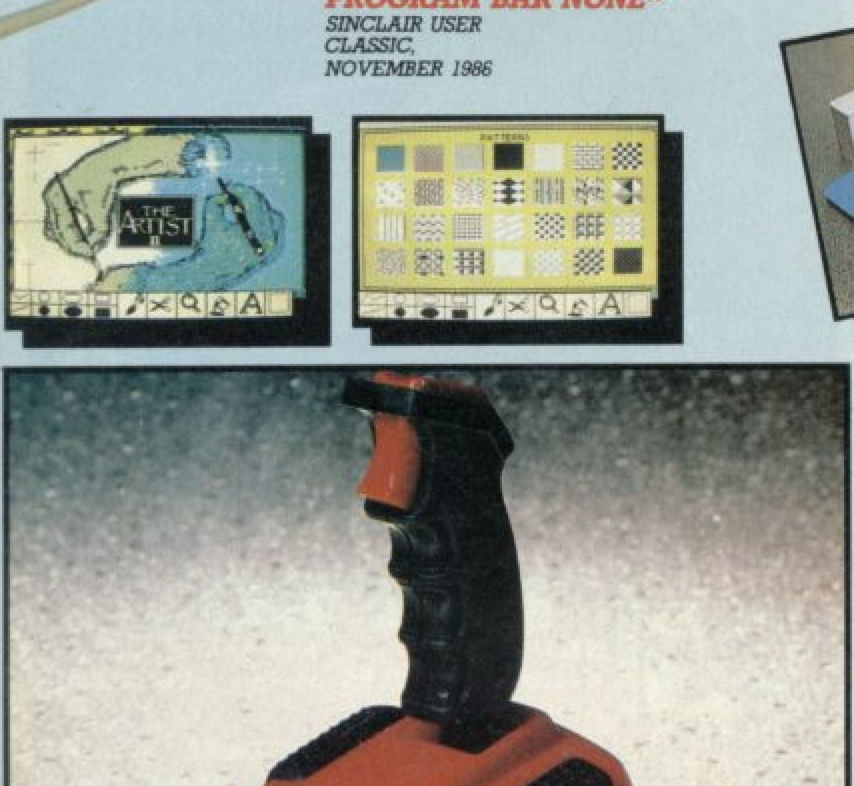






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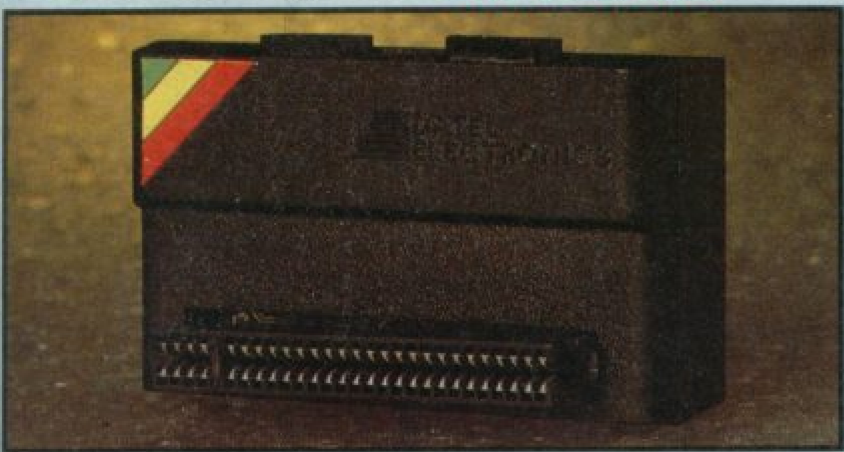


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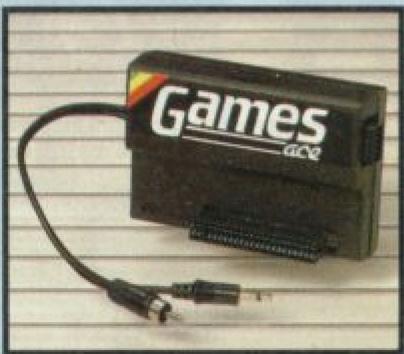
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GAMES REVIEW!

VIGILANTE

Does wearing a little red beret give you the right to go around kicking people in the head? It does if you're a Vigilante, the only person hard enough to stand up to the gangs of howling skinheads who dominate the streets of New York 1994.

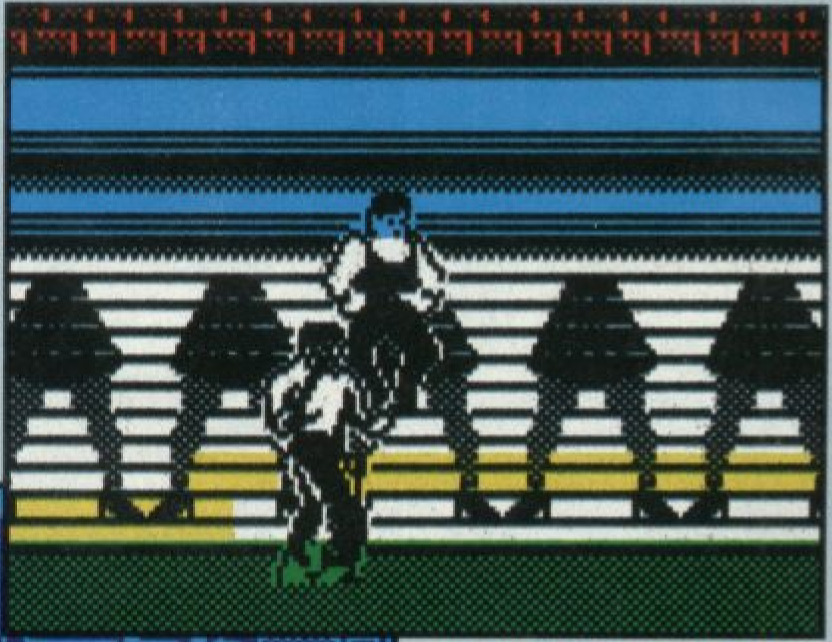
Now you won't get much of a thrill or excitement when you hear the plot. Your bit of stuff, Madonna, has been kidnapped by the skins. I don't think this could be THE Madonna – she'd only have to break into a chorus of "Material Girl" and they'd be jumping out of the windows with their fingers in their ears.

Anyhow, you want to rescue the girlie, and the only way to do it is to kick and punch your way through skins against some pretty average backgrounds.

If this all sounds like **Streetfighter, Renegade, Target Renegade, Renegade 3, Dragon Ninja, Tiger Road** and **Human Killing Machine** – that's because it is. While there's nothing at all wrong with **Vigilante,** it's coming out much too late, and doesn't really add much to the existing games.

As you move along across the scrolling backgrounds, you are attacked from both sides. To start off, it's easy to despatch your opponents with a high kick or a series of punches. Life gets more difficult when they attack you from both sides at once; it's very difficult to kill one off without receiving huge amounts fo damage from the other. Only very precise alternate hits will see you through this problem.







Even more horrifying are the Men Who Put Their Fingers In Your Ear. Though these tubby terrors are easy to kill with a single blow, if they get too close they appear to put their fingers in your ear, and you die horribly. Very strange.

If you can get to the end of a level, you come across a huge leather-jacketed thug who takes a good deal of bashing and beating to dispose of. Then it's back to the tape recorder to load up the next stage, which takes place in a junkyard. The backgrounds here are a little more interesting than the street scenes of level one, but the opponents are largely the same except for a star-chucking ninja.

There are extra weapons such as nunchukas which you can pick up along the way, but for some reason they don't seem to do you a great deal of good; to be honest, it took me so long to get through to level two that I was too exhausted to carry on playing it. Am I getting old, or is **Vigilante** just much much too hard?

There's an interesting option to switch off the colour, which eliminates the annoying background colour clashes, and apart from some pointless bleepings the sound's OK. I could live without the tedious introduction screen telling me what I already know, that Madonna is in the hands of the skinheads and only I can rescue her, etc . . .

Overall, then, this one's a jump at the bandwagon which ends up smeared all over the tarmac■





ARCADE REVIEW

FAX BOX

VIGILANTE** Label: **US Gold** Author: **Emerald Software** Price: **£8.99/£12.99** Memory: **48K/128K** Joystick: **None

GRAPHICS	SOUND
65	65
70	60
PLAYABILITY	LAST ABILITY

Nondescript beat-'em-up with no obvious gimmicks.

Reviewer:

OVERALL 61

20 BORING THINGS YOU DIDN'T KNOW ABOUT THE F.A. CUP (+6 OTHERS)

WE GOT THIS IDEA FROM THE SUN (WE WON'T DO IT AGAIN)

1) It's not called the F.A. Cup.

2) Honestly.

3) It's actually called the Football Association Challenge Cup.

4) The F.A. Cup was first held on March 16th 1872 at the Kennington Oval.

5) The Patron of the Football Association is Her Majesty The Queen, OBE.

6) The club that have won the F.A. Cup most times is Aston Vila.

7) They've won it more than six times.

8) But less than eight.

9) So have Tottenham Hotspurs.

10) Amazing isn't it.

11) How about this one then . . .

12) The present trophy is the third F.A. Cup to have been made.

13) The first one was made by a company called Martin Hall & Co and it cost £20 . . . it was also stolen in 1895.

14) The second one was given to Lord Kinnaird (check this Eric) in 1911.

15) The present trophy was first won by Bradford, when they beat Newcastle United . . . something every other league club has been doing ever since.

16) Places other than Wembley where the F.A. Cup has been held: Kennington Oval, Lillie Bridge, Fallowfield, Everton, Crystal Palace, Bolton, Old Trafford, Bramall Lane, Stamford Bridge.

17) Most appearances in a Semi-final – Everton with 21 appearances – but they've only won it four times.

18) Numbered shirts weren't used in the F.A. Cup Final until 1932/33 game.

19) The only player ever to get sent off in an F.A. Cup Final was Kevin Moran of Manchester United in the 1985 match. (PS MU went on to win 1-0 vs Everton which was one of the six times Everton has lost in the Final – more than any other club).

20) Apart from Arsenal.

21) The Final has been televised live since the 37/8 match – when it was watched by an estimated 10,000 people.

22) Except 1952 that is.

23) The total number of goals score in Wembley Cup Finals has been 301.

24) But only 208 this century.

25) Crystal Palace scored none of these.

26) The player with the longest name ever to play in a Cup Final was F. B. Chappell-Maddison.

TF



It was an exciting night at the Academy the other evening. Oh, greetings, mortals, afore I forget. Yes, we had the national academy indoor games championships playing academies from far and wide, of good and evil. Ours, playing under the Water sign, was on the side of the good (of course) and fared rather better than expected. It may have been the sight of Claws the mighty panther that did it, but opponents seem to treat me with respect. What games were we playing? You would know them as darts, dominoes and pool, but we have other, rather secret, names for them which I am forbidden to divulge. Your sorceress was playing pool, and shocked a few wizards and passing elves with some uncanny skill. Aye, it was a good night, and even if the mead was rather over-priced for the occasion I have to make ends meet somehow.

Nobody complained. One snarl from Claws and all complaints subsided.

One person who wasn't there was Mike Brailsford. This was probably because he was completing work on a new adventure fanzine, a copy of which I have yet to see but I am assured that one is in the post. It is called **Spellbreaker**, and is acting as a replacement for another fanzine called **Soothsayer**, which some of you may remember. It will contain hints, maps, solutions both full and in part, for all manner of adventures. Anyone with anything to contribute, or wishing to have further details, should write to Mike at 19 Napier Place, South Parks, Glenrothes, Fife KY6 1DX. Sample copies cost £1.25, or you can subscribe for four months for £5 and if you're quick enough receive a free game from Zenobi Software. They seem to have a penchant for games with friendly little Balrogs in them, so if that's what you're interested in then Mike's the man to write to. More news next month when I've seen a copy.

News of a new game for we Spectrum owners (48K/128K both) reaches me in the form of a tape and letter from Robert Burgess. Address first, details later, and Robert lives at 1 Middlefield Road, Rotherham, South Yorkshire S60 8JH. From there he operates under the name of Wildfire Publishing, using the catchy little phrase Adventurous Computer Software. We shall see...

The game is called **Immortality Rules OK**, and is currently available from the address given earlier for a cost of £3.99. It's a follow-up to **Temple Terror**, which for various reasons has taken nigh on three years to see the light of day. The plot of the game is quite simple, a sort of Golden Hare theme with a newspaper giving clues as to the whereabouts of the fabled Amulet of Immortality. This clue in today's edition of the Daily Crucible has given the location away, so all you've got to do is get to the designated village and start looking. You and thousands of other like you...

There are quite a few characters roaming around in this illustrated adventure,

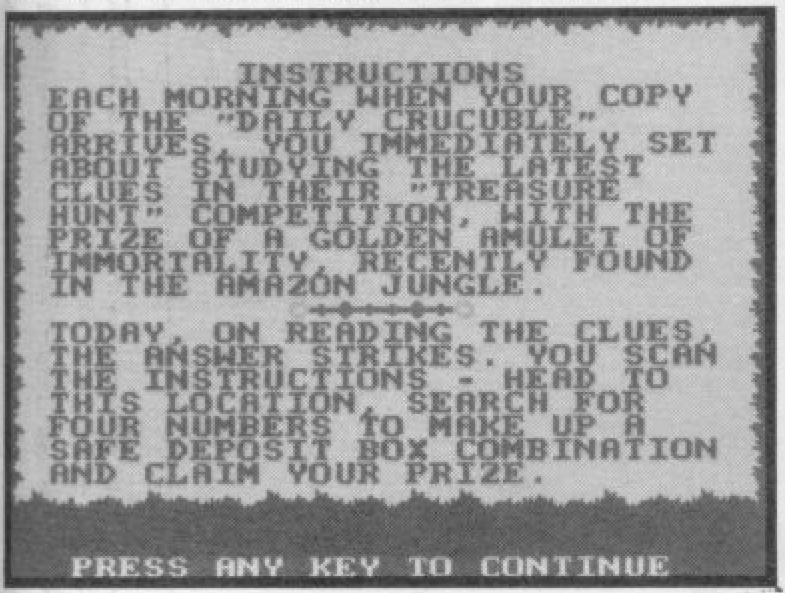
DANGER MOUSE. Start of part two. Take the file, enter the tunnel, climb up the ladder, enter the stable, take the crowbar, return to the yard, go down the mouse hole, enter the dungeon, keep the file, enter the passage, go south, go south, go south, go south, cut the padlock off, take the basket, leave the store room, return to the maze, go north, go north, go north, go north, take the tongs, enter the passage, go south, go east, go east, take the mirror, climb up the steps, take the thread, examine the windows, lever the window open, climb onto the ledge, enter the library, enter the corridor, enter the music room, take the flute, leave the music room, enter the library, switch on the lamp, examine the shelves, take the map, explore the room, go south, return to the maze, go north, go north, go north, go north... to be continued.

SPELL OF CHRISTMAS ICE. From start to finish. N, E, go in cave, S, N, take torch, E, take key, W, W, W, W, go in cave, open trapdoor, turn torch on, look, take want, take book of spells, U, drop key, take hat, S, E, E, E, go in cave, N, wear hat, read book of spells – that was a bit easy-peasy, eh?

RIFTS OF TIME. From start to finish. Eat rations, S, S, get sword, N, E, E, NE, get amethyst, SW, W, S, drop amethyst, get shield, N, N, S, S, S, U, get lantern, S, S, drop shield, N, N, E, E, E, E, get helm, wear helm, W, W, get horn, E, E, S, W, S, SW, blow horn, NE, E, N, W, W, W, W, S, S, open cupboard, go time portal, E, E, S, S, drop horn, drop sword, W, D, D, E, E, E, E, go cylinder, get amethyst, S, U, S, S, get sheild, go time portal, E, E, S, S, S, give shield, N, unlock door, drop key, drop amethyst, W, get sword, N, N, W, W, N, go waterfall, N, get topaz, S, S, S, E, E, S, S, drop sword, W, D, D, E, E, E, S, open door, go door, S, W, go blue hut, get robe, wear robe, E, E, E, throw topaz, W, U, N, N, E, go cylinder, S, U, S, S, get gold, go time portal, E, E, S, S, drop rod, drop robe, get sword, get horn, go door... Whoopee!

[T]HE SORCERESS

Stuck in a dungeon or helpless at the hands of fetid trolls? Write to The Sorceress **SU** *Priory Ct, 30-32 Farringdon Lane, London EC1R 3AU*



like a friendly football fan (rare), building site workers working (rarer) and reporters helping you out (unheard of). Some of the puzzles are pretty devious, but with a 500 word vocabulary you should be able to solve most of them. Pretty pictures at the end and a teletext TV in the middle which really works round off an excellent cut-price adventure. Robert's trying to get a major company to market it, if they do the price will probably go up, so it's worth taking a look now while the price is right.

Another game that you might be interested in, for the strange price of £2.56, comes from Kevin Rooney. He lives at 110 Witherford Way, Selly Oak, Birmingham, and the "company" that he keeps goes under the name of Bugbear Software while the game goes under the name of **Wergild**. Not as good as **Immortality Rules OK**, it has to be said, no 128K version, but there are some interesting aspects to the game nevertheless.

Strange creatures abound, and any game that uses the Cowrie Shell as the unit of currency has to be admired. As we've mentioned before, small software outlets ought to be cultivated so that they keep on producing games. The big boys (or girls, sorry Anita Sinclair) can't have it all their own way. Besides, would you rather pay £3.99 for a decent game without any frilly advertising, or well over a tenner? Let your wallet decide.

And still on the subject of the little companies fighting the big companies, one little company that hopes to become a big one is Leisuretec, who have the shortest address of any company that I've ever encountered. 5 Stockton Road, Sunderland – that's it! Telephone (091) 567 8058 or (091) 565 8473 if you want to talk to David Nicholson and ask him about the three adventures that they're releasing. They're called **The Lost Legacy of Xim, A Simple Case of Espionage** (both featuring the curiously named character Rick Shaw, detective extraordinaire), and **Dusk Over Elfindon**, the latter being a romp into the lands of magic and mystery. Somewhat like playing pool at the Academy, I should imagine. All three games are available for Spectrum 48/128K and the last one is also supplied on disk for the Plus 3 if you're interested.

G D Kennington wants to know what happened to Gordo. So do I! The strands of time weave their magical spells and manage to confuse us still. Deep and meaningless I know, but it reads well.

Nick Hayden, Neil Ashmore, many others, all managed to solve **ESCAPE**, the game that was featured on the cover of this illustrious magazine. For the benefit of those who may still be struggling away somewhere, I'll more or less round off this month with the rather short and succinct (but no shorter than some commercially available games) solution:

GET CANDLE, MOVE TABLE, S, GET CALENDAR, SHAKE CALENDAR, EAT DATES, W, EXAMINE BED, SLEEP, N, N, PLAY TUNE, E, E, CAST POLICE SPELL, UNLOCK SAFE, S, S, CAST BUZBY SPELL, N, CAST SWAN SPELL, E, GET LAMP, GET OIL, RUB LAMP, W, W, CAST DALLAS SPELL, OIL HINGES, OPEN TRAPDOOR, W, CAST HEINZ SPELL, W.

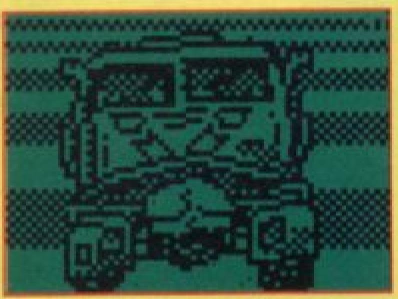
And that's it! To save typing you could just USE SPELL instead of casting the various different spells, or CAST SPELL without naming it if you prefer, and I'm sure there are many other different ways of completing the adventure without following the above solution to the letter. Many people, including Mark Roberts, even included a map with their solutions, but I don't think we really need to publish it. Thanks all the same.

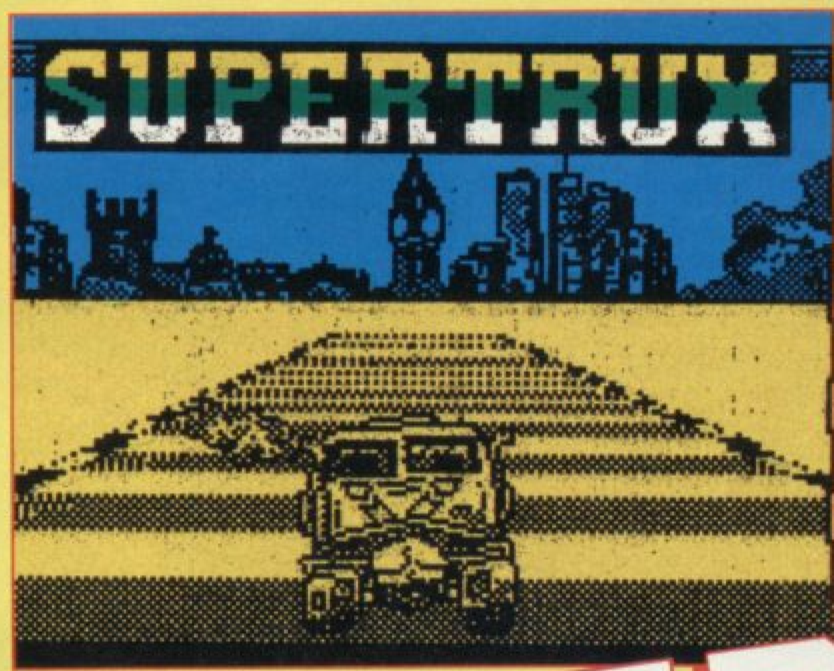
I'm really going to have to offer a complete solution to **Snowball**, I can feel it in my bones. Trouble is, my photocopying spell isn't working too well these days. Next month will reveal all. Until then, dear mortals, farewell!

WITTS END

MONSTER – Start by visiting the Temple of Tudaw. The wizard will tell you your first task and give you the password to get past the sentry. To raise money, sell the silver nuggets, the gold nuggets, the sapphires and the diamond to the assayer. Gordo will provide help if you say to him "How do I...", and the Oracle will provide help if you say to him "Where is...", but you must put a coin in his box first. You must buy and eat food at the inn to restore your strength. Take the empty bottle from the bar and fill it with water from the fountain. Always carry a supply of water when crossing the desert. The rope bridge collapses under too much weight, so to cross it you must only be wearing your jeans and carrying the torch. Bring back the rubies and drop them, then go back for the sapphires. The dagger and the emerald are too heavy to bring back.

THE BEAST – Show Miss Myrtle's letter to the editor. Take the electricity bill with you. Examine the chair and wear your anorak when you leave to catch the bus. When you reach Puddlecombe, read all the signs and notices. Call on Miss Myrtle and ask her about the letter, the church, the flowers, the vicar, the ranger, the farmer, the doctor and the vet. Call on the vicar and get the books from the scout hut for him. He will reward you with a pair of sturdy shoes. Get the pan when in the hut. Get the carrier bag from the cemetery to carry things in. Later you can put everything in the rucksack, which has unlimited capacity (wonder if I could buy one of those?!)





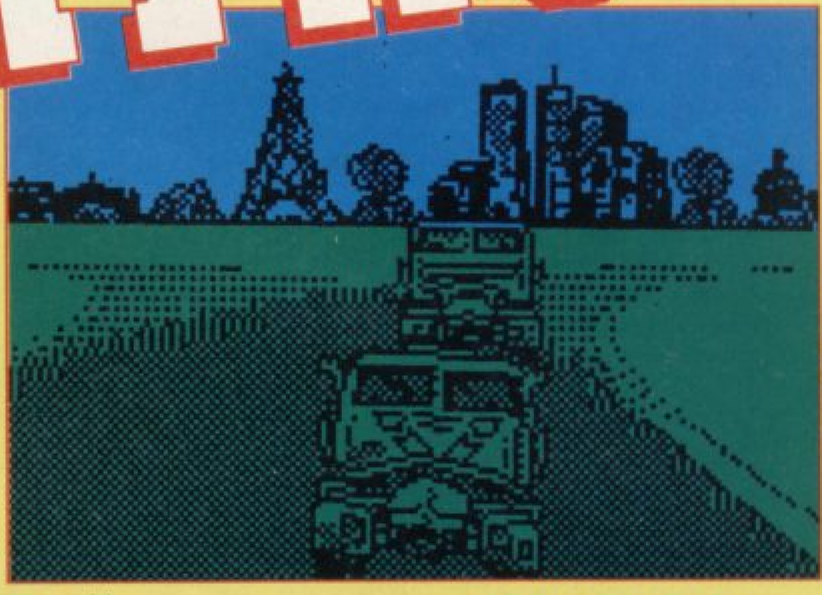
SUPERTRUX

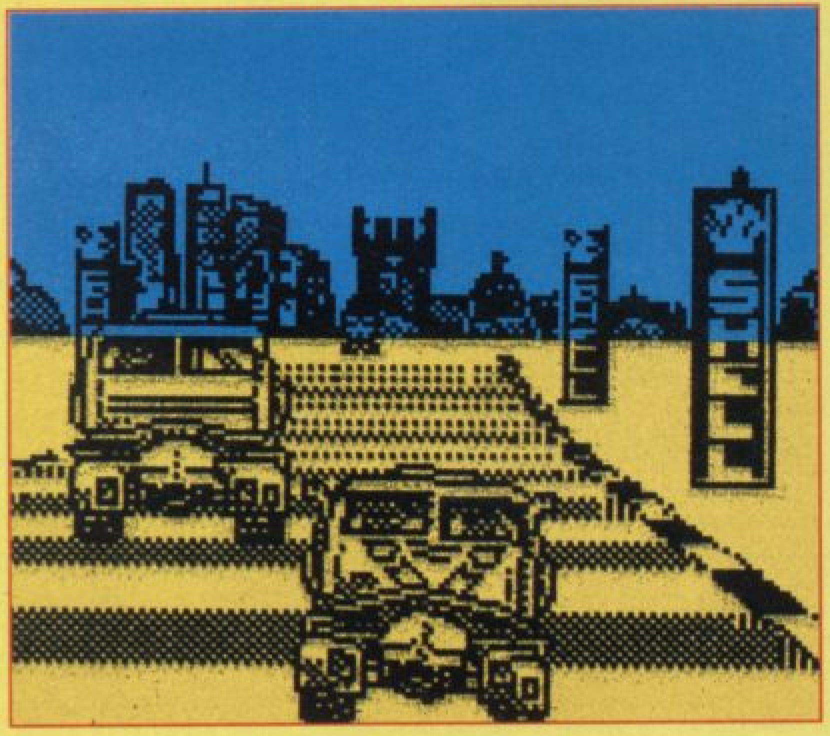
LUCAS LUCAS LUCAS LUCAS! Get those signs out of my way! Bigger, smaller, bigger, smaller (fruk). I can't tell whether they're at the side of the track or half way across it, coming towards me or going away. Worst of all I can't tell how much room I've got to get between the hoardings and the lorry on the edge of the track. Kersmassh! Well, there we are.

Supertrux is based on, in my view, the exceedingly dull and stupid business of racing lorry cabs around racetracks. I can't really get especially enthusiastic about this and so the bonus novelty value of racing taking on the character of a sweaty beardy tattooed drunkard doesn't really appeal (talk about typecasting – AS) was a bit wasted on me. Still, whatever the physical state you're in, the business of racing round a track is the same is the same is the same.

I guess this is where Elite have started to make life tricky for themselves. There hasn't exactly been a shortage of 3D driving games on the market recently, all with all manner of super features. Obviously, features will be compared.

Supertrux doesn't do badly at all in the comparison stakes. It's got bumps and hills and the ground rises and falls and it twists and turns and splits. The problems associated with controlling a three-ton engine with about as many aerodynamic qualities as a fridge at speeds of up to 125 mph (?) are also present. The biggest problem is that you've got very limited control of the truck. You can't steer too sharply and braking is a waste of time. By the time you've hit the anchors, the momentum of the truck will have smashed you into the object you were trying to avoid.





In other areas, though, it does fall down. The update rate and position of the signs along the sides of the road are such that the "coming towards you" effect is not only unconvincing, but positvely distracting and detrimental. You can't tell whether you can just squeeze past an obstacle, since it moves so jerkily the edge of the road looks more like something out of the lights sequence in **Dark Star** than a fair representaiton of oncoming objects. Since there's so much confusing activitiy on the side of the road, your attention wanders from what's actually going on. Thankfully the other trucks seem a lot less malicious than in other games. They'll stay out of your way after a crash for a few seconds at least.

The graphics are perfectly fine. The truck rocks from side to side and there are puffs of dust and squealy rubber from the tyres. You graduate to different stages and different sorts of roads.

Most of the elements are fine, but the hateful 3D and the fact that it is definitely too difficult at the start put it below games like **Wec Le Mans** and **Enduro Racer**■

FAX BOX

ARCADE REVIEW

SUPERTRUX Label: **Elite** Author: **In-house** Joystick: **Various** Price: **£8.95** Memory: **48K/128K**

Another 3D race. Above average, but flawed.

Reviewer: Jim Douglas

GRAPHICS	SOUND
78	67
60	70
PLAYABILITY	LAST ABILITY

OVERALL 76

10 20 30 40 50 60 70 80 90



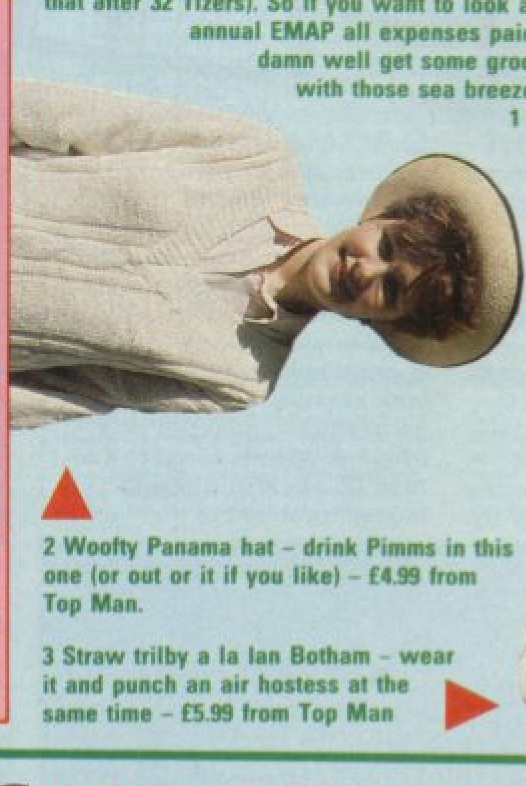
OUT!

OVER 'ERE SON... ON ME 'EAD

Remember that famous saying 'if you want to get blisters on your forehead, don't get a hat' (or something like that – JD). Well we know you'll all be trolling off to Benidorm and Magaluf to brown your lovely bods this summer and you'll want to be the hippest cat on the beach, so you're gonna need a super, smashing hat to wow the girlies and put the seashore beefcake to shame, ain'tcha?

Yes indeedee! SU have picked their top five totally trif titfers (try saying that after 32 Tizers). So if you want to look as ruddy rad as we do on our annual EMAP all expenses paid loll in the Bahamas you better damn well get some groovy head gear and chill out with those sea breezes (maan!)

1 London Baseball hat for shy, non lager drinking types – £2.99 from Touristocon – Carnaby Street.



2 Woofty Panama hat – drink Pimms in this one (or out or it if you like) – £4.99 from Top Man.

3 Straw trilby a la Ian Botham – wear it and punch an air hostess at the same time – £5.99 from Top Man



YOUR BLESS COTTON TOPS

What are the hip kids wearing on their chests this month? We asked T-shirt emporium HMV in London's increasingly scruffy Oxford Street to give us their HOT FIVE . . .

1 Sunday Sport Front Pages – a selection of two from the world's greatest sleaze rag – Adolf Hitler was a Woman and WW2 Bomber Found on Moon £7.99

2 Big Green Gilbert – the alien star of Get Fresh, the TV show which brought fame to Xenon and Starglider. Authentic slime colour! £6.99

3 Guardian Angels – very street cred – the Gaurdian Angels logo (an ever-watchful eye) combined with the saucy slogan £6.99

4 Roger Rabbit – Hollywood Heart-throb – if you like your heroes stupid, lop-eared and goofy-teethed, it's this or Janet Street-Porter! £6.99

5 VIZ shirts – all your fave characters including the Pathetic Sharks, Mrs Grady the Old Lady, Johnny Fartpants, and Biffa Bacon in Did You Spill My pint?! £6.99

YET MORE HEADBANGING



What is it? CAUGHT IN A MOSH!'. Just one of the many Thrax 'classics' that sent the 4,000 strong Hammersmith Odeon crowd of headbangers reeling as thrash after thrash was sent at a rocking velocity like Tyson going at a heavy bag (are you sure Tone? - AS).

This was the closing night of a six-day prologue of the Road to Euphoria tour, starting in June.

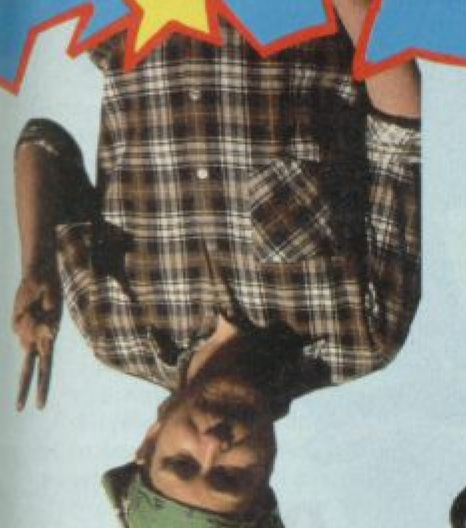
Fronting the two hour show was the lead track from Anthrax' latest, and best, LP State of Euphoria, a rocking little ditty called 'Be All, End All'. Interesting in the way that it's telling the world, you are your own boss, you are in charge, have a good life (pass the sick bag – AS). Strange choice for an opening number.

During the next two thrash-packed hours, they knocked out track after track with the same professionalism that has set them, along with bands like Megadeth and Metallica, one step ahead of the rest.

A pretty good night by any standards (by yours anyway Tone – JD), and it's worth while keeping an eye out for them on the Road to Euphoria tour this summer. It's gonna be good.

Finally, congrats to lead singer Joey Belladonna on his engagement. Don't ask me who he's marrying because he wouldn't tell me (we don't really want to know anyway! – GT).

NDS.



SUNRAPZ ARE GO!

Sick of squinty wrinkly lines? Sicker of picking black perspex out of your rear after sitting on the Ray-Bans you oh-so cooly put in your back pocket? Kiss those shades blues goodbye with this summer's craze, Sun Rapz!

They look great, they feel great and they don't break! By June everyone in the country with a degree in taste will be looking like mini versions of The Terminator (check the photo).

The simple fact is that you MUST get some. If they aren't on, you're not in.





5 Groovy green bandanary headscarf thing for wild dudes everywhere – £1.50 from Mr Dodgo – Carnaby Street.

4 Fit in with the natives in this spooky Sombrero – £5.99 from Miss Selfridge.

Special Offer!

As a fantastic once-in-a-lifetime offer, we can let you have a pair of these highly desirable items for the crazy price of: £1.80.

Just cut out the coupon and send it to: Montpelier Trading Ltd, 39 Matheson Road, London W14 85N along with a cheque/postal order made payable to Montpelier Trading Limited for £1.80. Please allow 28 days for delivery.

Name..

Address..

....

Please send me some Sun Rapz specs, 'cos I can't see where I'm going!

WIPE OUT!

Arooga! It's that time of year again! Winter has gone west and it's time to get your windsurfer out of the fridge and the beers out of the garage (er . . .). Now head for the nearest beach and hit some crucial waves, perform some radical moves followed by a positively staggering aerial loop, and that's only in the car on the drive down to Brighton. (If you don't live near the coast, there's bound to be a reservoir or sewage works nearby offering similar facilities). Now, you're on the beach with your turbo charged megabombastic nutter wave shredder, a pink and lime flurorescent wet suit and sixty-two cans of lager. Suddenly, the horrible truth strikes you – you've never windsurfed in your life, and you bought all the gear the night before in the local pub when you were blasted out of your box.

Now this can be a major set back unless you decide to pose about on the beach and catch some mental rays in your dayglow beach wear. But if you don't want to be an urban windsurfer and want to take on the liquid aspect, all is not lost.

Since the growth of windsurfing in recent years both inland and coastal windsurf centres have come into being. The best way to locate these is either to wander around for forty years in beach shorts and T-shirt with a board tied to your back hoping someone will point you in the right direction (not recommended). Or pick up a copy of Windsurf, Boards or On Boards.

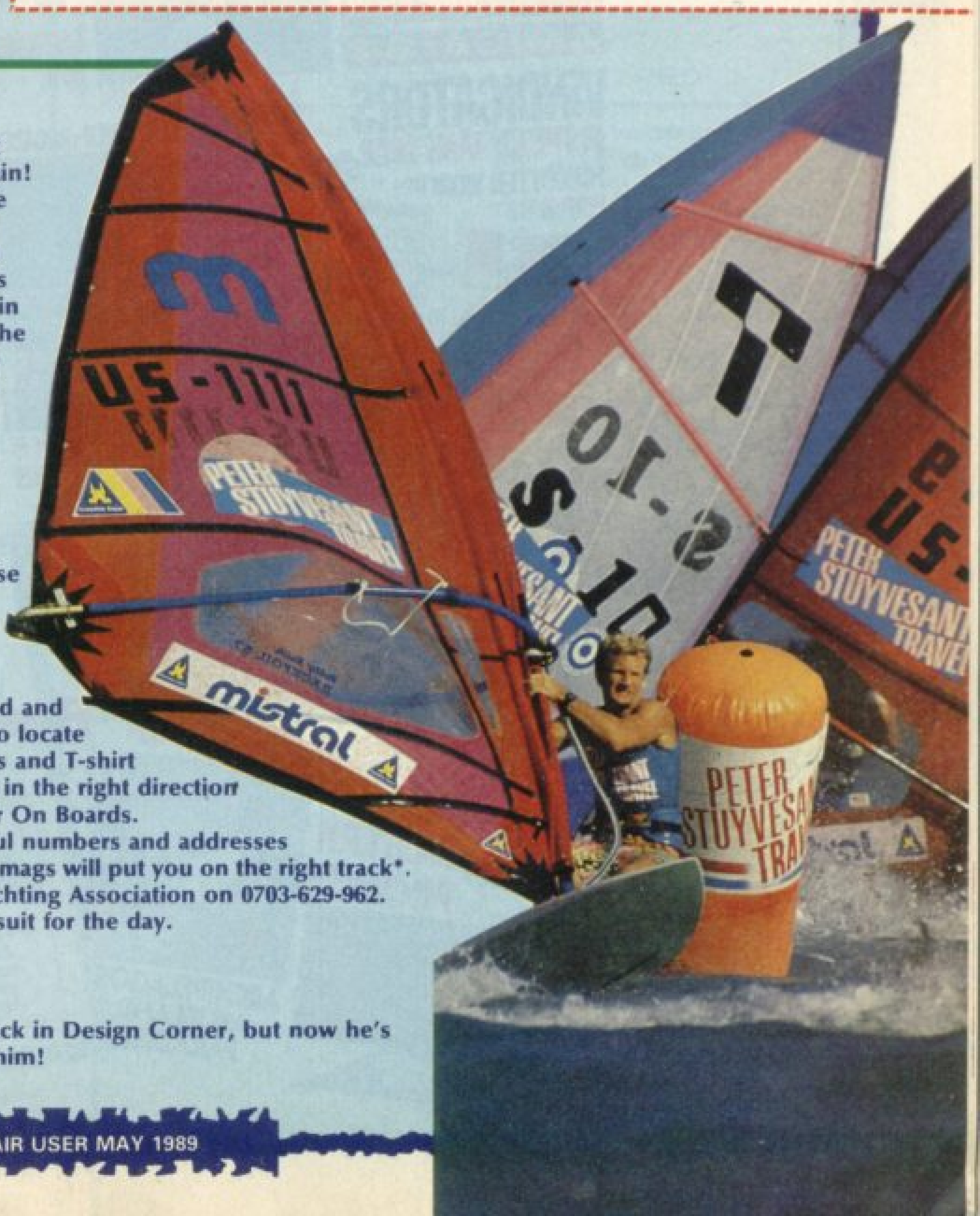
A butchers through the classifieds should yield some useful numbers and addresses for your nearest centre. Alternatively a phone call to one of the mags will put you on the right track*.

*Either Windsurf magazine on 086-983-677 or the Royal Yachting Association on 0703-629-962.

Lessons for beginners should include hire of a board and suit for the day. What are you waiting for?

Tim Noonan

Editor's note: Normal service has now been resumed. Tim's back in Design Corner, but now he's got to grips with joined up writing, there may be no stopping him!



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PREMIER II SUPERLEAGUE

GAMES REVIEW

Premier II Superleague is a tactical management game where you fight (not in the Brian Clough sense) to build a successful championship side in a footballing world where there's only room for winners, otherwise you're in for a stroll down the job centre if results don't meet with the board's approval.

You arrive at Mega Buck United to inspect your squad of ultra talented footballers, about to embark on a thirty match marathon to glory and the league title.

Now installed in the hot seat you have the option of either delving into the transfer market in search of the vital player whose talents will provide that match day winner; or sell off that donkey in the squad.

Before each game you are shown your squad list to make a team selection. This shows form of players and whether they are suffering from knocks or injuries. You then choose a team plus substitutes for the big match. Next you are given your opponents name and their footballing strengths and skills compared with your side.

The actual match consists of a pitch graphic which will flash up the word 'shoot' when either of the teams attack and 'goal' when the ball hits the back of the net. Each half on screen lasts 45 seconds. At half and full-time, scores from the other league matches appear so you can see how your rivals for the title are playing. During half-time and in the second half you get the chance to bring on one of your substitutes for that extra little flourish required to bring home the points.

At the end of each match you are shown the game attendance, game receipts and how much is paid in club wages.

Now, depending on your bank balance you can explore the transfer-market and make bids for players (Terry Venables is particularly bad at this!!!). If you don't have the wedge available you can sell off one of your players to raise the capital. Alternatively you can see your friendly bank manager for a loan or blag a post office van!! A useful tip – don't buy anyone called Trevor Aylott!

Premier II Superleague is an enjoyable foray into league management (I didn't get sacked). Perhaps better match graphics for the footy game would have helped. For the outlay of £1.99 though, it's blinding value■

LEAGUE TABLE

	TEAM	P	W	D	L	F	A	PTS
1	TOTTENHA	0	0	0	0	0	0	0
2	A. VILLA	0	0	0	0	0	0	0
3	LUTON	0	0	0	0	0	0	0
4	Q.P.R.	0	0	0	0	0	0	0
5	MILLWALL	0	0	0	0	0	0	0
6	SHEFF WE	0	0	0	0	0	0	0
7	SOUTH TO	0	0	0	0	0	0	0
8	DERBY	0	0	0	0	0	0	0
9	NORWICH	0	0	0	0	0	0	0
10	LIVERPOO	0	0	0	0	0	0	0
11	ARSENAL	0	0	0	0	0	0	0
12	WEST HAM	0	0	0	0	0	0	0
13	EVERTON	0	0	0	0	0	0	0
14	COVENTRY	0	0	0	0	0	0	0
15	MAN. UTD	0	0	0	0	0	0	0

PRESS ENTER TO CONTINUE

```
WEEK 1                        Manager ALISON
SKILL 1       MORALE 5          SEASON 1
                PREMIER II

   <1> CHANGE PLAYER/TEAM NAME
   <2> PRINT LEAGUE/FIXTURES
   <3> PRINT SQUAD DETAILS
   <4> PLAY NEXT FIXTURE
   <5> TRANSFER MARKET
   <6> FINANCIAL/SAVE GAME

           SALARY  -  £20000

     ENTER OPTION   REQUIRED
```

```
1      SHILTON
2      ANDERSON
3      PEARCE
4      MABBUTT
5      BUTCHER
6      ADAMS
7      STEVENS
8      ROBSON
9      HODDLE
10     HODGE
11     WADDLE
12     BARNES
13     LINEKER
14     BEARDSLEY
15     COTTEE
16

PRESS (M) TO RETURN TO MENU
SELECT   OPTION AND PRESS ENTER
C
```

HELPFUL HINTS

Watch out for the graveyard near Anfield (Liverpool's ground), they'll nick everything from your watch and wallet to your boxer shorts!

The flats around Millwall are definitely off limits to all Northerners!

The toilets at Aston Villa are worth avoiding. When travelling away it is always a good idea to bring your own toilet paper! Anyway it's always multi-functional at football matches.

Invading the pitch at Nottingham Forest can be very unhealthy. P.S. I think Brian Clough is a very nice man.

```
TRANSFER MARKET  - BUY A PLAYER
Enter Team & Player number

   TOTTENHAM    PLAYER No. 5
   D      A-5      F-7      G-0
   Estimated value    418500
   Enter your offer- Offer 1
```

ARCADE REVIEW – FAX BOX

PREMIER II SUPERLEAGUE Label: **E&J** Price: **£1.99**
Software Author: **In-house** Joystick: **None**
Memory: **48K/128K**

Even Ron Atkinson could keep a job playing this.

Reviewer: [signature]

GRAPHICS	SOUND
40	n/a
PLAYABILITY	**LAST ABILITY**
60	70

OVERALL **65**

10 20 30 40 50 60 70 80 90

...HOW T

ASCII code nightm
disassemblers? Baffled
problems with program,
or not, Andrew Hewson
and he'll be investigatin
say "Ram Dos Buffer f

...DO YOU PASS PARAMETERS?

Neville Young of Falkirk is writing a Basic program which uses a number of GOSUB sub routines. He writes "I have a routine which is called from all over the program, and I passed the parameters for the routine in an array that is set up before the GOSUB call. This works fine, but a problem arises if the sub routine discovers an error in one of the parameters, because I then stop the program with the printout telling me that one or more of the parameters is invalid. Can you tell me of any way of finding the line and statement number of the GOSUB that called this sub routine, as it is here that the error has occurred, not within the sub routine itself."

Neville has put his finger on one of the several weak features in Spectrum Basic, namely that it is not possible to pass parameters to a sub routine in the sub routine core. As readers will know, the standard call to a Spectrum sub routine is:
GOSUB line number

where line number is the number of the first line of the sub routine.

It would be much more useful if you were able to use something like the following:
GOSUB FRED (a,b,c,X$,Y$)

Where FRED is the name of a sub routine being called and the letters a,b and c represent numerical parameters being passed to the sub routine and X$ and Y$ are characters being passed to the sub routine. Obviously it would be useful to be able to pass as many parameters as you required to the sub routine in question.

In order for this system to work the sub routine would have to be identified with a matching line number such as 1000 SUB FRED (a,b,c,X$,Y$). Where 1000 is the line number, the sub routine and SUB identifies it as a sub routine with the name FRED and with the five parameters. This is the sort of facility which exists in other versions of Basic and other high-level programming languages.

The Spectrum doesn't have this kind of facility and so Neville is working around the problem by passing his parameters in an array, the values of the array being set immediately before the sub routine call. Once the sub routine has been called, there would appear to be no way of identifying which GOSUB in the program actually called the sub routine.

I can think of two ways of making such an identification possible. The more transparent way, which is therefore probably the better one, is to set a parameter in the array which indicates which GOSUB call is doing the calling. For example, if the sub routine is called from ten different locations within the program at lines say 100, 500, 1200, 1900 etc, then one of the parameters passed in the array would be the line number at which the call is made, i.e. 100, 500, 1200, 1900 etc. The sub routine could then look at that particular parameter to determine where its call had come from.

The other way of doing the job is to look up the value of the line number from which the program has been called in the GOSUB stack at the top of the Spectrum memory. The program in table 1 demonstrates how the GOSUB line number is stored. If you think about it, it is obvious that the line number to which the return is to be made must be stored somewhere in memory, because otherwise the computer would lose track of where it was supposed to be in the Basic program. What happens is that when the basic interpreter comes across a GOSUB instruction, it stores the line number of that GOSUB instruction right at the top of memory. When it encounters a return instruction subsequently, it looks up the value of the line number stored previously, deletes the stored information from memory and jumps back to one beyond that line number and continues executing the Basic program.

The program in table 1 demonstrates how a couple of PEEK instructions can be used to look-up a line number where it is stored away.

A further complication which is not demonstrated in table 1 is that if GOSUB's are nested, i.e. sub routines are put one inside another so that a sub routine calls another sub routine, then you have to be careful to look up the correct line number when determining the line number of the GOSUB call.

...DOES THE ROM WORK?

Matthew Webster of Sussex, has been having trouble obtaining information about the Spectrum's Rom routines.

The Spectrum has a single 16K ROM, that provides all the system software for the Basic 48K model. This software occupies memory locations 0 to 16383, due to the fact that this Rom cannot be moved or destroyed and is thus always available to the user. It is well worth studying the software in the Rom as the subroutines can shorten the users code by calling them, instead of writing new routines. Secondly and more importantly the Rom routines show how Sinclair Research tackled certain problems, and through a little studying those techniques can easily be incorporated into your own software. The Rom routines are split up into a variety of sections, covering such

...THE HELL!..

...ghtms? Disillusioned with
...fled bytes? If you're having
...ramm, whether they alliterate
...son our man. Drop him a line
...ating problem before you can
...ffer face Edge Connector"

things as keyboard, screen, cassette interface, the BASIC interpreter etc.

On the new 128K machines there are some new ROMS fitted adding even more routines to the already extensive library of routines in the Basic 48K Rom. There are in fact well over a Hundred Rom routines. Obviously we cannot deal with them all here but we shall address some fo the more useful ones.

GRAPHICS ROUTINE:

FIXADD ADDRESS $22AAA
Calculates the screen address of a pixel on the screen. On entry BC holds the screen address. (B=0-175,C=0-225). The routine holds with HL holding the display file address and AF holding the pixel position within that screen byte.

PLOT ADDRESS $22E5
Plots a single pixel on the screen. The co-ordinates of the pixel are held in BC in the same format as PIXADD. The conditions of INVERSE and OVER are taken into account when plotting.

SCREEN ROUTINES:

RST16 ADDRESS $0010
When called directly or indirectly using the assembler command RST16, the letter held in the A register is printed to the current channel. This routine will also print control codes. Usually the screen should be opened as the current channel as with the following set of commands, which opens the screen up and prints the letter A.

```
LD A,1         ;screen
CALL $1601     ;open screen
LD A,#41       ;"A"
RST 16         ;print it.
```

PR_STRING ADDRESS #203C
This will print a string whose address is held in DE and whose length is in BC. Control Codes are allowed.

BORDER ADDRESS #229B
Simply load A with the colour required and call this routine to set the border colour.

CLS ADDRESS #0D6B
Clears the entire Spectrum screen, when current channel is screen. (See RST 16).

CL_LINE ADDRESS #0E44
This will clear a specified number of lines off the screen counting from the bottom. E should hold the number of lines to clear (1-24).

CL_SCROLL ADDRESS #0E00
Scroll a given amount of screen lines up by 8 pixels. Again E holds the number of lines to scroll up in the same format as CL_LINE.

OUT_NUM_1 ADDRESS #1B1A
This useful routine will print any number within the range 0-9999, held in the BC register pair.

MISCELLANEOUS:

DE,(DE+1) ADDRESS #2AEE
This unusual routine loads DE with the contents of DE+1 and points HL at DE+2.

HL=HL*DE ADDRESS #30A9
A 16 bit multiplication routine which multiplies the 16 bit value by HL by the 16 bit value in DE. Overflow is catered for.

ALPHANUM ADDRESS #2C88
Set the carry flag if the A register holds an alphanumeric character.

ALPHA ADDRESS #2CBB
If A holds a legal letter then the carry flag will be set on exit from this routine.

NUMERIC ADDRESS #2D18
If the A register holds a number '0'-'9' then the carry flag will be reset.

CASSETTE ROUTINES:

SAVE_BYTES ADDRESS #04C2
Saves a headerless data block to cassette.
INPUTS : A=#FF, IX-Start address of save, DE= Length to save.

LOAD_BYTES ADDRESS #0556
Loads a headerless data block from cassette.
INPUTS : A=#FF, IX=Start address of load, DE= Length of load.

Ian Thompson of North Devon is an aspiring musician and asks how to go about getting noticed in the computer world.

Success in this field does not happen overnight, but it is easy enough to get noticed in the computer world as a musician.

A typical team would consist of Game Designer, Graphics Designer, Sound Designer, Programmers and a Project Leader to co-ordinate everyone. I use the term Sound Designer as opposed to musician for two reasons. Most sound engineers have to code the program to play the music so in that way they are a far step away from pure musicians. Secondly, apart from composing music they will usually be required to write all the sound effects for a game. This requires having an indepth knowledge of both sound physics and chip technology with which they work. Their work can in fact be quite complex.

Most games now can have anything up to three pieces of music contained in them. Initially there is the loading music, used to build up the atmosphere whilst the game loads. Next there is the background music which adds depth to the game whilst the game is played. Lastly of course there is the game over theme.

This is where a considerable problem can occur for sound designers. Having to compose up to three original pieces of music for each game is quite an arduous task. Here is a problem which can easily be remedied by use of a stand alone musician.

In collaboration with the sound designer they can help each other produce new and original themes. Most of the major software houses are always on the lookout for talented musicians. The more technical knowledge of computers you have, the better, but if you have a distinct talent for writing atmospheric music they may contract you to produce musical scores for them. The best way to select a software house to approach is to view the latest game if possible, watching out for those companies that consistently produce high quality music.

Some games will have the musician's name credited on it. Quite often this will be a sure sign that the software house is open to freelance propositions from musicians.

Having decided which software house to approach, put together a demo of your talents. Two tracks would be a maximum, as most software houses get a lot of demos and can only spend a minimum amount of time evaluating new material. As a general rule most tracks used are fast, uptempo beats using three to four channels.

I'VE GOT THIS PROBLEM

Gizmo gone bonkers? Can't get your thingy connected? Don't be afraid to tell us . . .

. . . PRINTING AND PROCESSING

Dear SU, I have a Citizen 120D printer, it all works. But, before I can use it, I have to do this . . .

LOAD "EPSON" CODE 64600
then play the tape with the interface software on it, then
CLEAR 645999
RANDOMIZE USE 64600

I'd like to save this onto tape, but can't see how.

Is Tasword a good program?

RA Batchelor
Stevenage
Herts

● **S'simple. Get a new tape – the one you want to put the program onto. Write this program . . .**

```
10 CLEAR 64599
20 LOAD "EPSON" CODE 64600
30 SAVE "DRIVER" LINE 100
40 SAVE "EPSON" CODE 64600,935
50 STOP
100 CLEAR 64599
110 LOAD "EPSON" CODE 64600
120 RANDOMIZE USR 64600
130 NEW
```

Put the tape with the Ramprint software on into the tape deck, and RUN the program. It'll load in the Epson printer driver. Then put the new tape into the tape deck, and start recording. Press any key on the Spectrum when the program asks you to, and it will record an automatically running program that loads the Epson driver and clears memory, ready for your own programs. You can then use the tape just by LOAD ""

Tasword? Yup. A fine program.

. . . WITH AN ANTIQUE MICRO

Dear Doctor, I've got a Spectrum 128K with Multiface 1, Interface 1 plus Microdrive, Kempston mouse interface and a Citizen 120D. When I turn the computer on, after a few minutes I have to retune the TV, and again after a few more minutes and so on. I've looked inside the computer, and can't see anything loose or otherwise out of place.

I think it must be the modulator at fault – am I right, and if so, what can I do about it?

Steven Bromwich
High Wycombe
Bucks

● **That sounds about right, but a few obvious points – check the TV on a proper broadcast station, to make sure it's not the set that's drifting. Does your computer get excessively hot during operation? Heat can make the modulator tuning drift; try running the computer with nothing plugged into the expansion socket for a while to see if the power supply's being overloaded. If this is the problem, then it could be a hardware fault in one of your peripherals that's overheating the machine.**

None of this is likely, though. It's more common to find a bad connection inside the modulator, or a fault in one of the components that's designed to stabilise the frequency. It's quite simple to extract the whole modulator unit, and most people just fit a new one since the technology required to generate a TV signal is fiddly to faultfind and fix.

. . . GETTING JOY FROM MY STICKS

Dear Dr Rupe, I've got a Spectrum +3, which is a year old. I have two identical joysticks (Cheetah 125+), but when I go to play 2-player games like **Match Day 2** the ball keeps flying off my feet for no reason, movements are sometimes not possible and it's the same on the other player's joystick. Help?

Warren Miller
Bishop's Stortford
Herts

● **Hold on a second while I dig out my Sherlock Holmes deerstalker . . . ah, that's better. Now then, a simple process of elimination should reveal the culprit. First, since your joysticks work perfectly well in one player games, they can be eliminated. If all two-player games behave badly, then they can't all have the same bug so it's not going to be that. And if the games and the joysticks are OK, the computer it must be that's wrong.**

There's a self-test mode in the +3; Amstrad did try and keep it quiet but news leaked out. If you reset the computer while holding down the BREAK key, some colour test bars appear. While in this screen, pressing the keys QAZPLM down at the same time makes it switch into the test program. If you follow the instructions onscreen, making sure there's no disk in the drive, you'll eventually get to the joystick test. You can try this, but if the problem only happens occasionally then it might not appear when you're testing, so the only solution (since all the Spectrum's +3 joystick circuitry is integrated onto a single chip with rest of the computer's logic) is a repair shop. Unless it's a bug in the Spectrum design – does anyone else have this problem?

. . . LOSING MY MEMORY

Dear Sir/Madam (??! – Dr R), I've got a 6-year old 48K Spectrum. For the past two months the 9VDC plug is loose, and has a strange habit of moving about 2mm out of its socket. This clears the computer's memory, which is annoying.

Is the computer at fault, and how can I get it repaired?

George Tang
Lee
London

● **After six years of heavy use, there are various parts of a Spectrum that are well past their designed lifetime, and I expect that the power plug/socket is going to cause more problems in the future. The socket relies on an internal leaf spring to hold the plug in place, and this will eventually wear out.**

There are a number of things you can try. If you switch the Spectrum on and off from the wall (which is perfectly safe), you can tape the plug at the back of the computer permanently. A bit of a bodge, but cheap and quick. Otherwise, get a replacement socket fitted – this shouldn't cost more than a tenner since it's an easy job and the parts are inexpensive. If you're handy with a soldering iron, it's quite simple to get a replacement socket from Tandy and solder it onto the main circuit board via a couple of short leads. There's no need to remove the old socket like this, but if you're not confident about it it's better to get the job done properly.

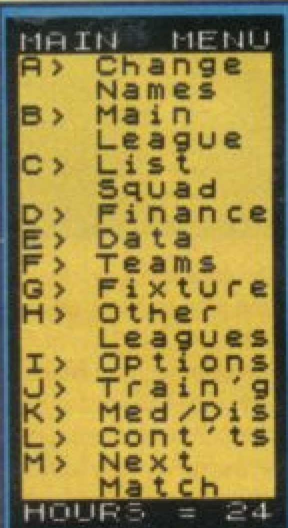
TREBLE CHANCE

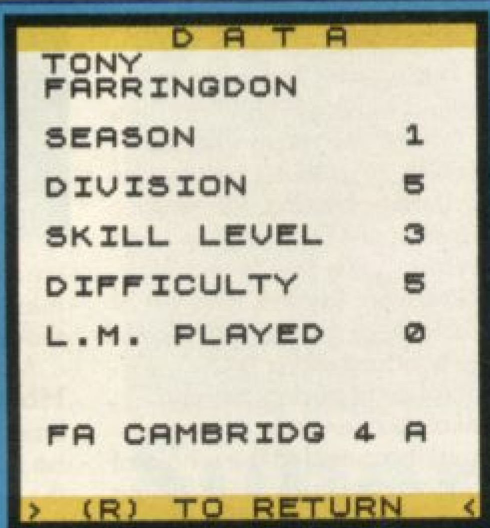
GAMES REVIEW

TC is the latest and greatest, biggest and best, love-'em and leave-'em-est. 'Hellow pop pickers', but not 'alf'est football management game E&J have done yet, and they've done a few in their time. Check this month's cover tapes for one of their earlier efforts.

Before I start shouting about how good this one is, I had better tell you the bad point. It's very, very slow. Why? Because it's written in BASIC. You'd think that this far on in the Spectrum's biorhythmic cycle everybody would be completely fluent in machine code, but tis not to be.







If there's one direction football managerial games are moving toward, it's size. Not only does **TC** contain five divisions (four league, one non-league), each with twenty teams, it also stores fairly detailed records on over 1,500 players. (That's 15 on each team). But that's only the tip of the iceberg.

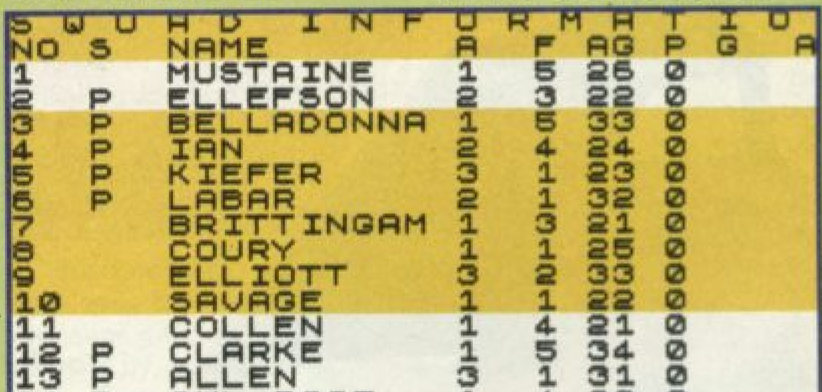
All the usual options are offered. You know the routine by now. Save, load, display squad/table/fixtures, extra training, view/play next match, transfer market.

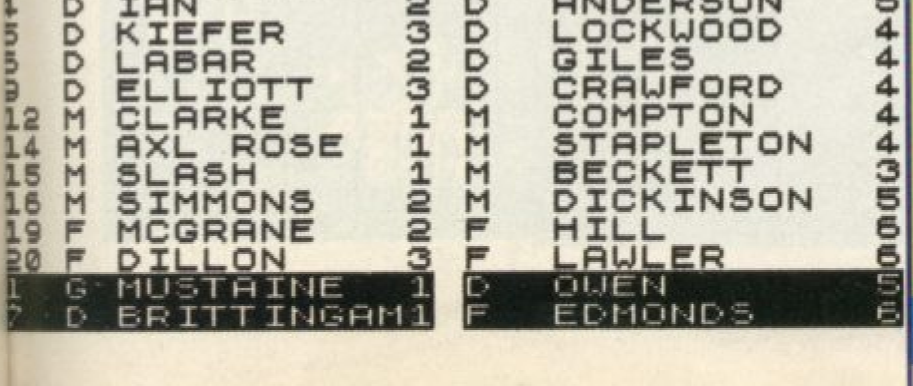
A team member's record is built up thus. Name, ability rating (out of five), fitness and form rating (out of five), age, number of games participated in for current club, goals scored. When it comes down to the nitty gritty of a match the balance is worked out as a comparison of total scores. In your team, all the defenders have their ability ratings added to make a defence score. The same goes for midfield and attack. The entire team's form and fitness score is added to make an overall score.

The match is played as in **Football Director.** The computer counts the minutes and should anything happen, like a goal being scored the computer flashes up the relevant info as it happens.

Now the bit I've been dying to tell you about. The Transfer Market. In every other football management game I've seen that has a transfer player option, the computer gives you a choice of two or three players and should you want any, you can put in a bid for them. This often results in you waiting for ages for that ideal player. Wait no longer! In **TC**, if you spot a player you want in any of the other 99 teams, put in a bid for him and depending on the price you offer, the opposing manager will say yay or nay on the spot.

TC describes itself as being the Ultimate Football game, and it's not all that far off.





ARCADE REVIEW

FAX BOX

TREBLE CHANCE *Label:* **E&J Software** *Author:* **In-house** *Price:* **£9.95** *Memory:* **48K/128K** *Joystick:* **None**

GRAPHICS	SOUND
40	n/a
78	89
PLAYABILITY	LAST ABILITY

Darn good footbally whatsit, but why is it written in BASIC?

Reviewer: Tony Dillon

OVERALL **77**

10 20 30 40 50 60 70 80 90

We've been down the arcades again, scooping everyone else to the big ones. **Metal Hawk** – Namco's latest blockbuster that is due to set the gaming world alight! **Off Road**, where you can get your own back on all those **Super Sprint** smoothies. And when did you last play a game which featured a Dusty Bin look-alike? Read on...





Metal Hawk

If Namco isn't careful, it'll almost start making more money than Sega – as **Metal Hawk** is the latest in a series of cracking games from that stable. These boys are currently on one hell of a roll.

Hawk is brilliant. Simply described, it's **Thunderblade** meets **Assault**, with the theme of the former and the innovative effects and techniques (not to mention the playability) of thëlatter.



You fly a meaty helicopter with a five minute mission to create mayhem at the expense of an unspecified enemy. The controls? A left hand lever to control the altitude of the helicopter (going up/down zooms in and out of the landscape) and a central joystick to control movement.

Movement left/right works in a very similar way to the method used in **Assault.** Instead of your central sprite rotating, the sprite remains stationary relative to you... and the whole of the screen rotates.

That's right. The whole of the multi coloured background and all the enemy sprites rotate – rotate mind, not scroll – in realtime. If you don't realise how mouth openingly astonishing that is, ask your local computer whizz kid to write you a routine to do it. No chance.

Once you get past the opening screen, which shows you the area the campaign is going to be fought and the eight different battle zones, the action starts. And how! Strap yourself firmly in, buddy, it's going to be a rough ride... literally as it happens, as the energetic sit-in version does a great impression of severe clear air turbulence.

These sit-ins are certainly getting entertaining – and this is part of the reason **Metal Hawk** is so much better than **Thunderblade**. Remember the sit-in unit for that? No servo motors, just a few levers that linked your joystick to a set of mechanical gizmos that moved the seat around a bit.

Not only boring beyond belief, but (engage brain cells boys) it connected the whole of your mass to the joystick, giving the helicopter a momentum directly proportional to your weight. Bad news if you



wanted to make the tricky moves needed to stay alive in that game.

Meanwhile back at **Metal Hawk**, by now your on-board computer is displaying an arrow pointing you towards the first target and it's towards that you must go. Zooming down towards the sea in response to complex visual



instructions (like a big DOWN printed on screen), you'll see a flashing cursor around a torpedo boat... chase it, fire off a few missiles and blam!

Score one to the cause of truth and justice, but no time to gloat 'though, as you are given another target immediately and you have a strict time limit to clear each zone. Run out of time and you lose one of your three precious lives.

On you go from target to target, which vary from simple ground installations, such as airfields to huge battleships! And to make it that little bit harder, you are constantly harassed by fighter planes and enemy pursuit choppers.

Clear the zone, and it's back to the strategic map and the choice of different zones with different landscapes and target types – such as the urban Canal Zone or the naval Taskforce.

Each zone has a characteristic kind of landscape and target type. Taskforce is a predominantly naval encounter, for instance – with blowing up huge battleships as part of the deal. Canal Zone is a completely different kettle of fish, being set in an urban environment where you have to pick off the armoured jeeps and tanks patrolling the city, one by one.

With both zippy 'sit-in' and ordinary stand up versions, **Metal Hawk** is set to make it into the arcades by Easter – as an exhilarating and accessible game, you'll just have to play it. But be prepared to queue!

FAXBOX

Metal Hawk
Mind boggling technical effects meet simple fast-action gameplay – this is a winner all the way!
Graphics **9**
Sound **9**
Addictiveness **8**
Gameplay **9**
OVERALL RATING
9



Pinball

Yorkies out, lads, as you plug into the latest Bally Pintable – **Truck Stop**. Taking the image of the legendary American truckers as the general theme of the table, it also (by chance I suspect) features the legendary feature of the English 80's landscape – ringroads.

Well, sort of, as there are left and right ramps from which you can score vast points, which take the ball away, plonking it back at the respective in-lane at the bottom of the table.

Special attention has been paid to sound on this one – seemingly megabytes of samples here – and it turns out to be a particularly skillful table, with loads of skill shots to be made.

The vast bonuses are made by hitting various targets in sequence, making up destinations as indicated by a display central on the playfield.

Easy to understand and reasonably forgiving, **Truck Stop** is a table for beginners and veterans alike. Let those 10p's roll, 10-4



Super Off Road

Hey, Guy! You know anyone that thinks they are particularly good at **Super Sprint**? Don't we all. Blagh! The way they know their way around the different courses with their eyes shut.

But now there's a chance to get your own back on these superior gits, with **Super Off Road** by a new company to the European scene, The American Leland Corporation.

This game is very similar in concept to **Super Sprint** – same plan view of a race track. Roughly the same controls and three player cabinet. But instead of competing in a Formula One race –m we are talking dirty here.

Off road it says and off road it is. Out are the sleek lines and slicks of F1, in are chunky tyres and custom-built jeeps, as the tracks are decidedly undulating.

It's hills, thrills and spills, as you make the jumps lumps and bumps, and complete four laps before anyone else. 83

Although it's similar to the Atari hit **Super Sprint**, there are differences. For a start, you have a Nitro button that will give you vast acceleration for a short period of time and make your face go all yucky looking with the extra G-Forces.

Plus the intra-heat bits that allow you to use the prize money from each race to buy extra bits for the motor.

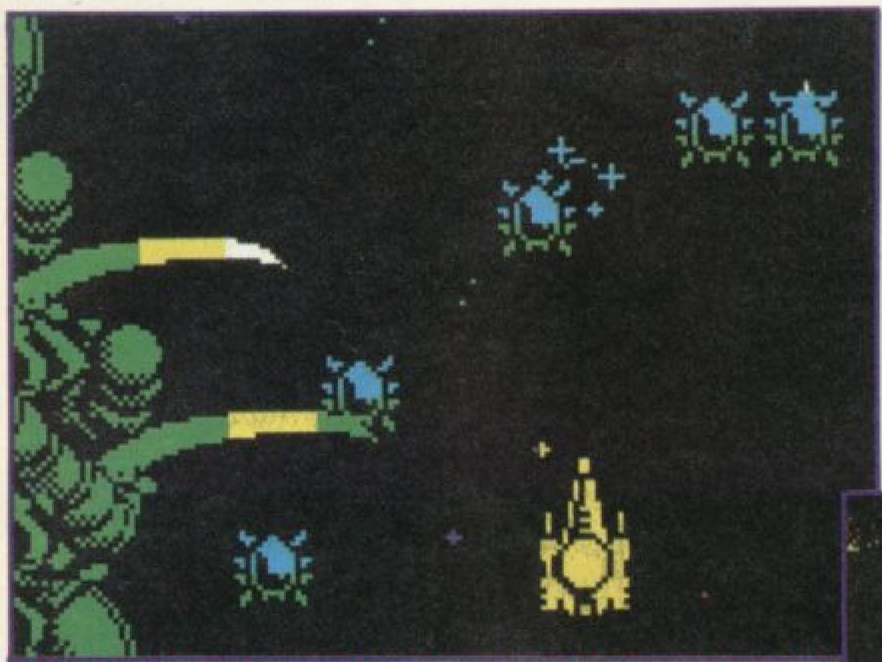
Not at all a bad game, don crash helmet and pack a monkey wrench for that extra competitive edge. Recommended.

FAXBOX

Super Off Road
Super Sprint with dirt, if you enjoyed the former, you'll have a lot of fun with this one.
Graphics **8**
Sound **7**
Addictiveness **8**
Gameplay **8**
OVERALL RATING
8



PREV



1) Straight into action! Spinning blobby things lure you dangerously into the spikey things at the side of the screen.



DOMI

It looks like it's going to be this year's surprise hit. Dominator **from one of the most respected companies in the industry, System 3. They've produced such saucy classics as** Last Ninja 2, Twister **and more.**

Dominator **is a no-messing shoot-'em-up. You start off blasting up the screen into the very early stages of alien defences. Horrible tentacles lurch from the walls and big blinking eyes (blinking big eyes) blink blinkingly at you.**

The best bit about Dominator **is that instead of completely bulletproof diorama, you can blow bits of the scenery away in order to get further into the game. As you can see, it's colour all the way, and the deeper into the alien's insides you get, the more horrific and deadly the microbiotic meanies get.**

And just when you thought you were getting the hang of the game, the rules change and you're in a left-right scrolling nightmare like R-Type **(only completely different of course etc). This is when your skills as a fighter pilot**





are really needed. The gaps you have to fly through are smaller and the hidden dangers are more carefully concealed. You're attacked by huge animated aliens like mutant bumble bees and squid beasts.

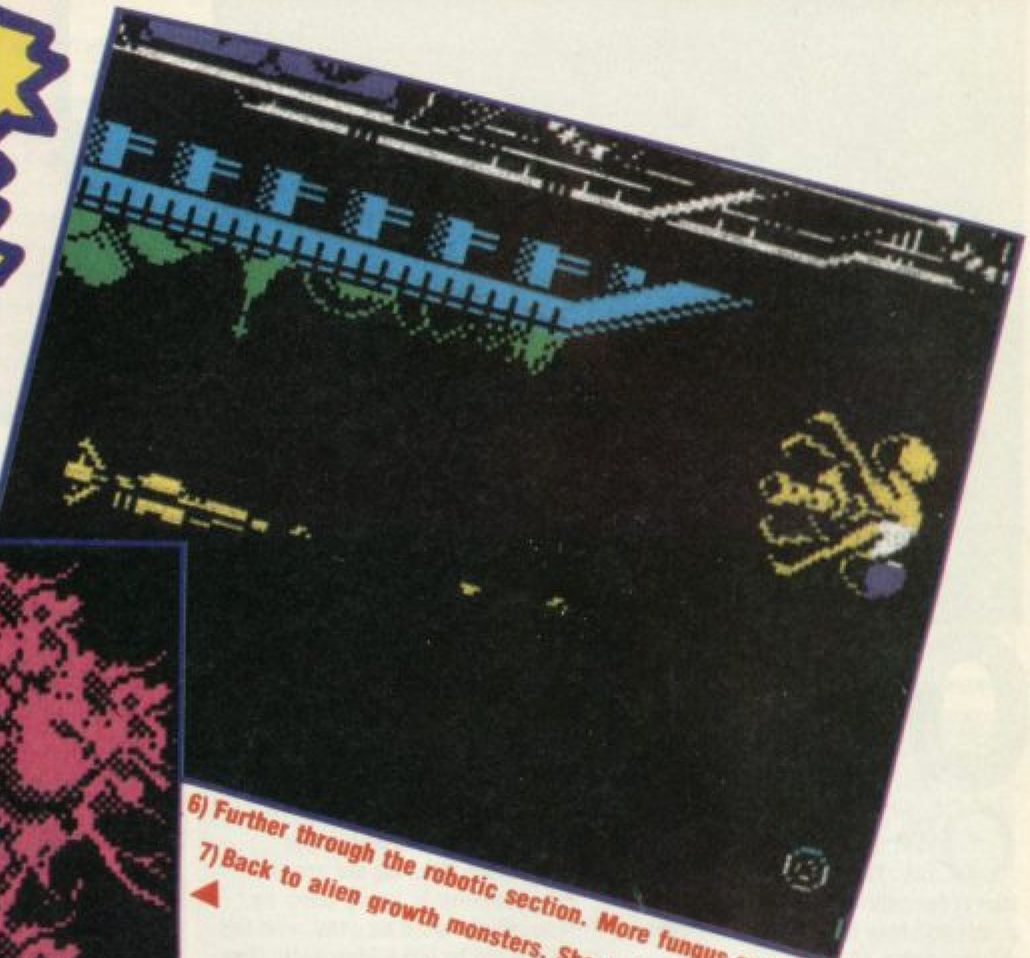
For those of you sick to death of complicated puzzle-'em-outs, Dominator **offers some honest to goodness blasting and not a jot of thought involved.**

Streetdate: July.
Price: £8.95

2) Towards the middle of the first stage. White circles may look harmless and cuddly, but they'll kill you stone dead.

Streetdate: July.
Price: £8.95

IEW





6) Further through the robotic section. More fungus and squids!

7) Back to alien growth monsters. Shoot the mouth.

NATOR



5) Dual energy spheres sap your strength. Watch the lurking green goo.

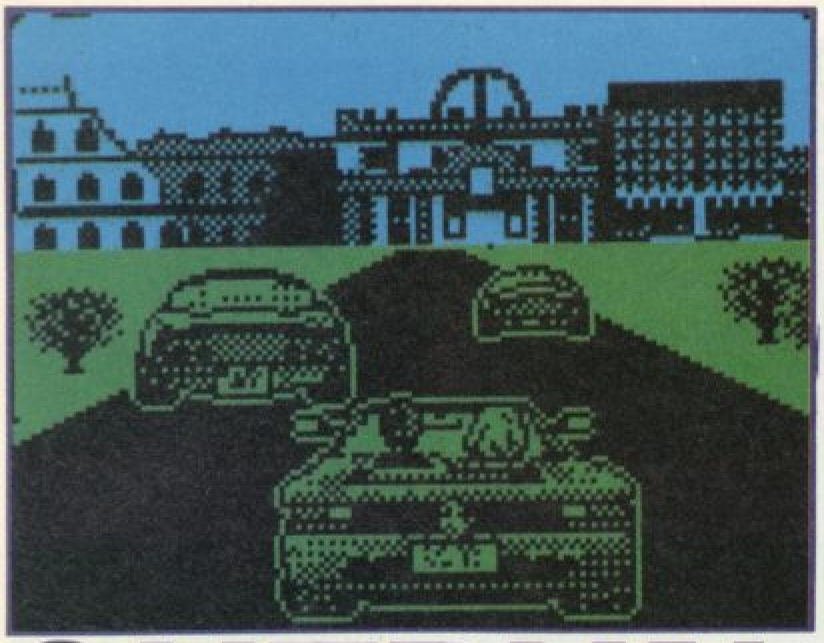


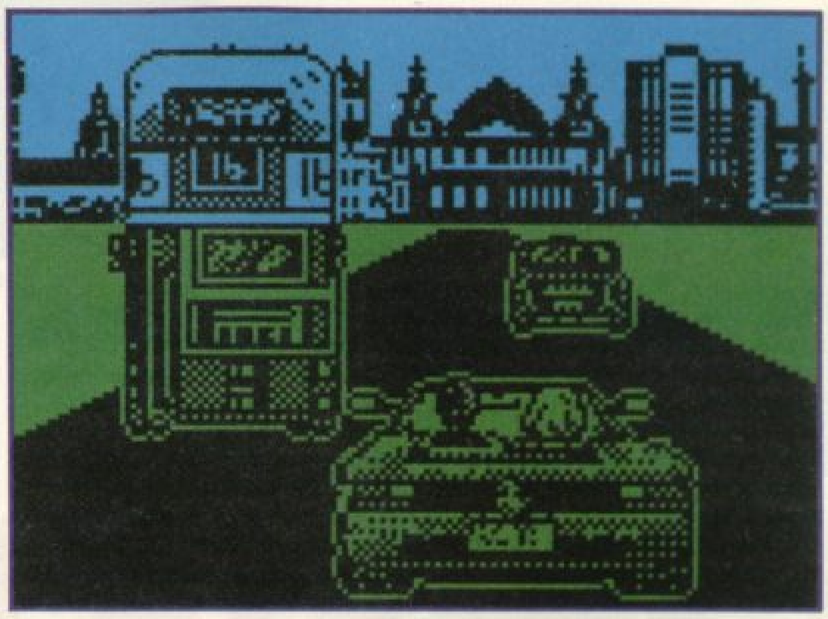
3) The heart of the beast! Blow out the pulsating monster while you're fending off horrific blue alien deathoids!



4)
bonus icon, wipe out the bad guys.







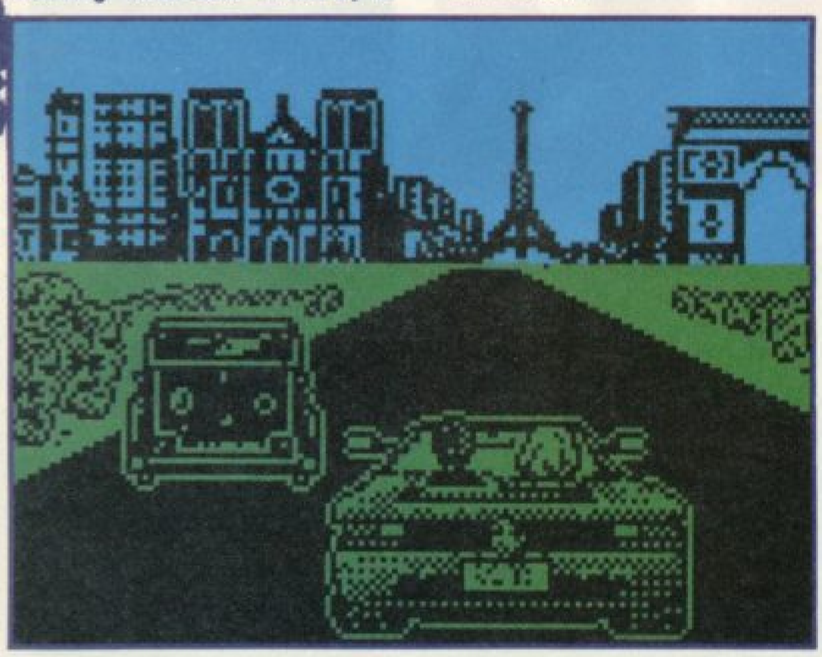
OUTRUN

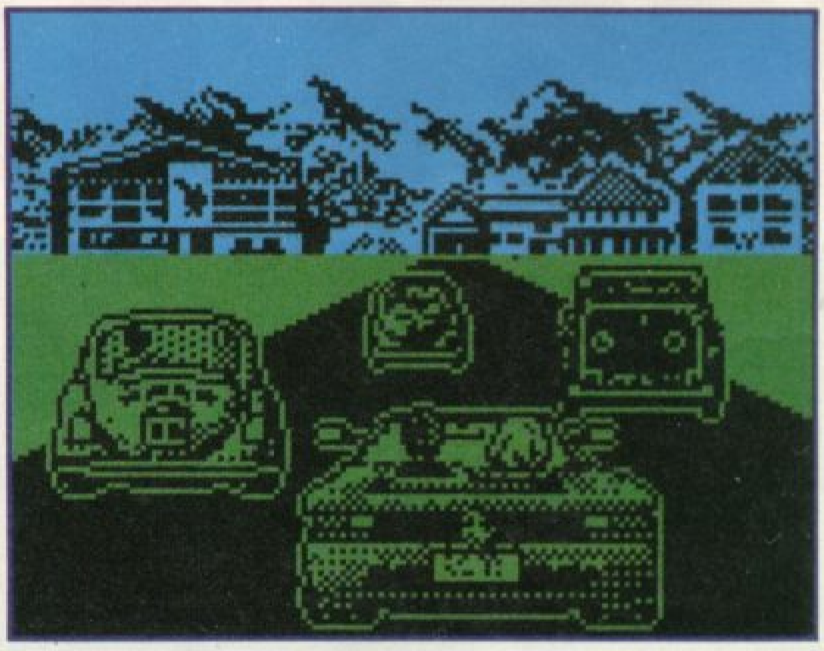
Outrun. **The driving game that everyone thought was fab. The Sega coin-op which was responsible for more cases of smashed piggy-banks than any other driving game of 1988.**

Now US Gold in their wisdom have decided to create a sequel featuring the same spoffy racing excitement, but with the addition of authentic European backgrounds and hazards including "smart cars" which try to smash you off the road. Outrun Europa **is racing towards the starting gate even as we speak.**

Programming is being done by Probe, which could be good, and the graphics are by Mike Marchant; they look brill so far, which is promising since they may well be the major selling point of what would otherwise be a fairly samey game.

Streetdate: July.
Price: £9.95





TITAN

This looks like a strange game if ever there was one. Although it looks like Gauntlet, **it's based on** Breakout **and it scrolls. Coo-ee! As a result, each "sheet" i.e. the play area, is huge, and there's more scope for extra items – bonus power-ups objects and deadly skulls litter the play area. As well as all the usual breakout madness and addictive qualities, you can expect to find lots of mapping fun too. And that's all we know. Oh, its name?** Titan, **from Ent. Int.**

Streetdate: July.
Price: £8.95

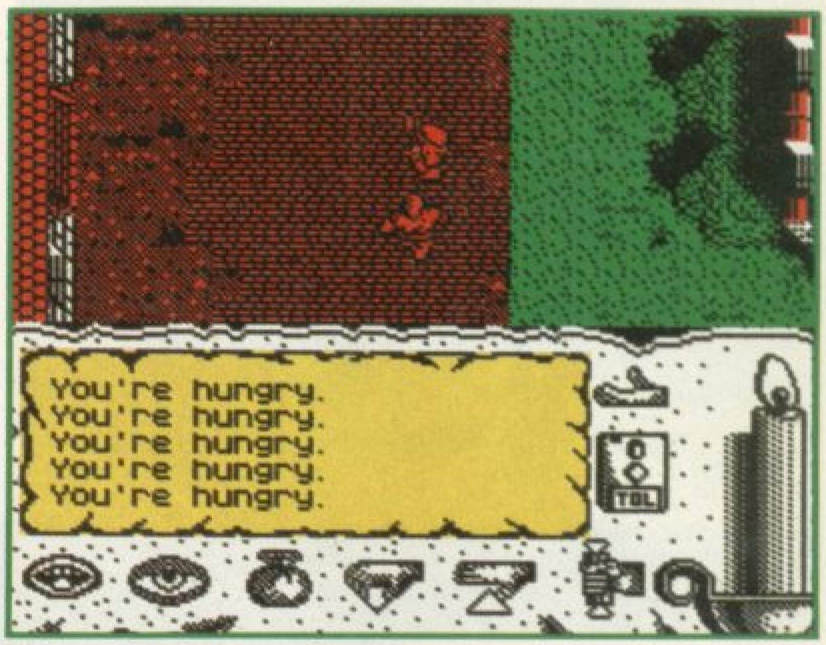


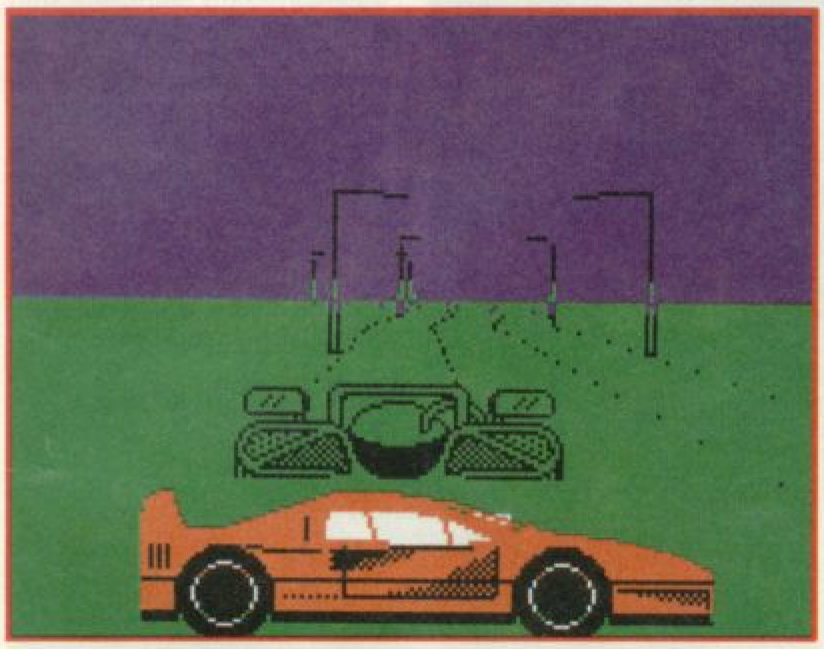
TIMES OF LORE

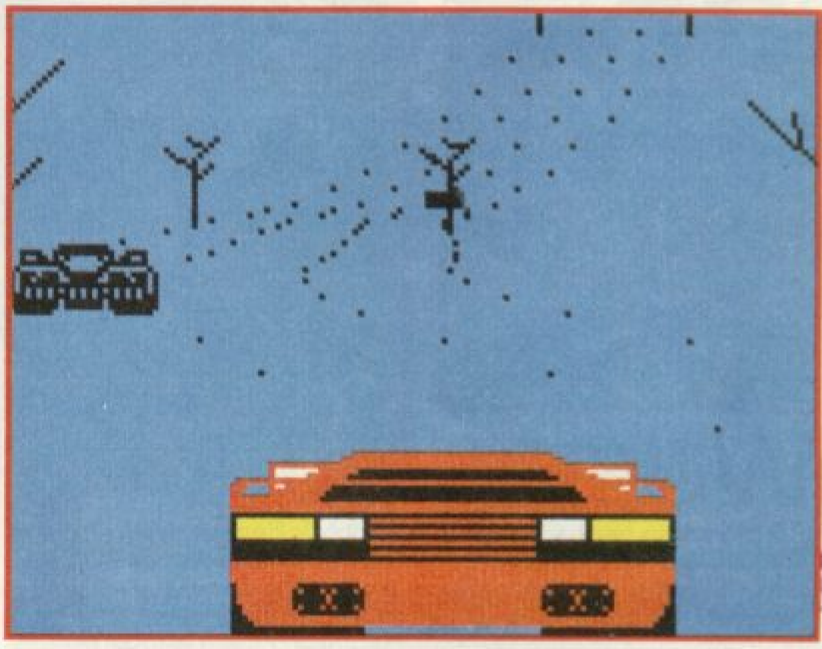
Deep in the forest, pixies stirred. It was time to go on another great adventure. Plugging in their mystic Spectrums, the wee folk set off for a good bash at Times of Lore, Microprose's epic role-playing adventure. This is the first Spectrum cassette program from adventure specialists Origin, and they say that it's both massive, and works in a single load . . . can this be true?

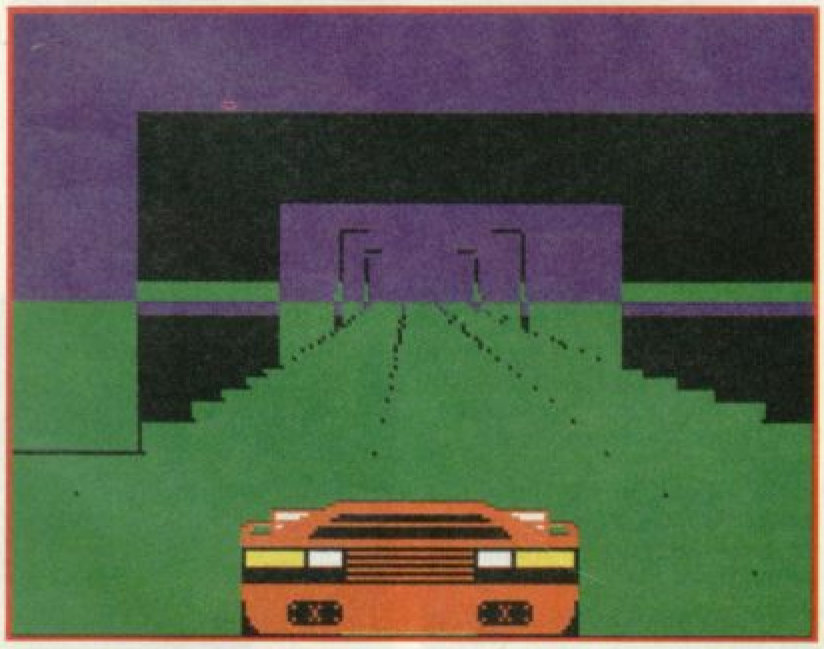
THEY also say that although it looks like a sort of graphic adventure it's very arcadey which would be another major departure for Origin. The one thing we can say is that the game involves being hungry. Very hungry.

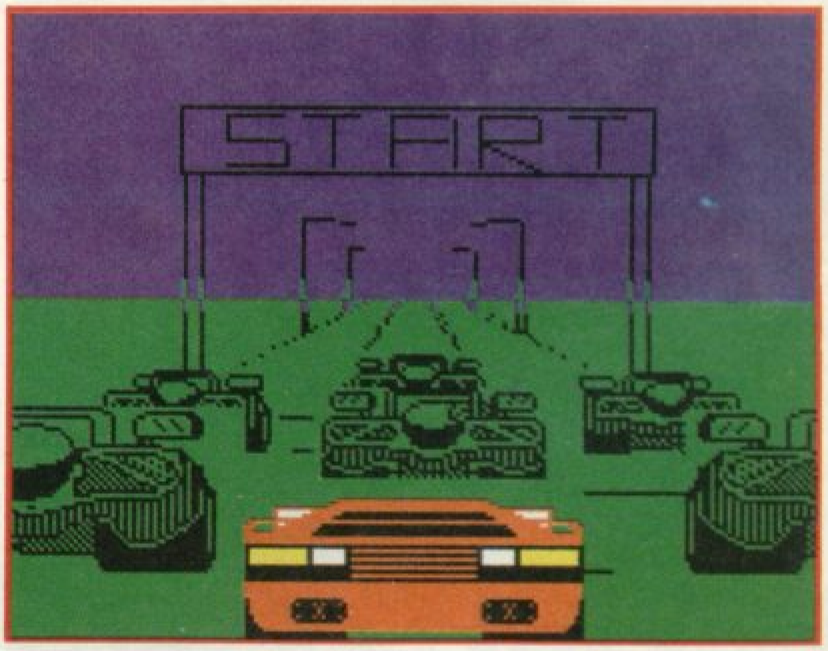
Streetdate: June.
Price: TBA











TWIN TURBO

It seems that games programmers have a THING about V8 engines. Some time ago we were treated to Mastertronic's The Last V8 – er, a race-against-time driving game.

But hush you cynics! This is something totally different! It's more in your Outrun vein than anything else, featuring a nice big chunky sports car, twisting roadways with a moving horizon, and loadsa opponents including a particularly attractive Porsche.

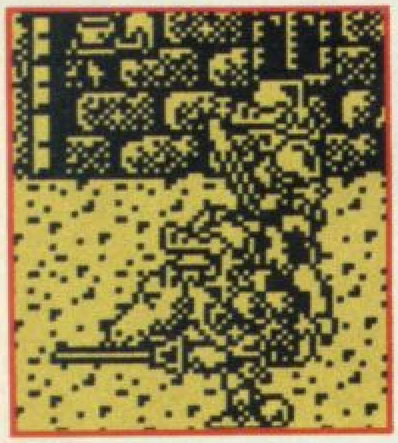
Now we're all familiar with Codemasters' high opinion of their own product, so we'll take it with a pinch of salt when they say it's "The most realistic road game ever on a Spectrum . . . just like real performance car driving!" I bet it doesn't pull the women like a Ferrari does. Still, for £2.99 it might be worth finding out . . .

Coding's by Ian Dunlop, graphix by Mark Christie, and we'll give it a quick run over the hot tarmac next ish, petrol price rises permitting.

Streetdate: April.
Price: £2.99

RENEG
THE FINAL

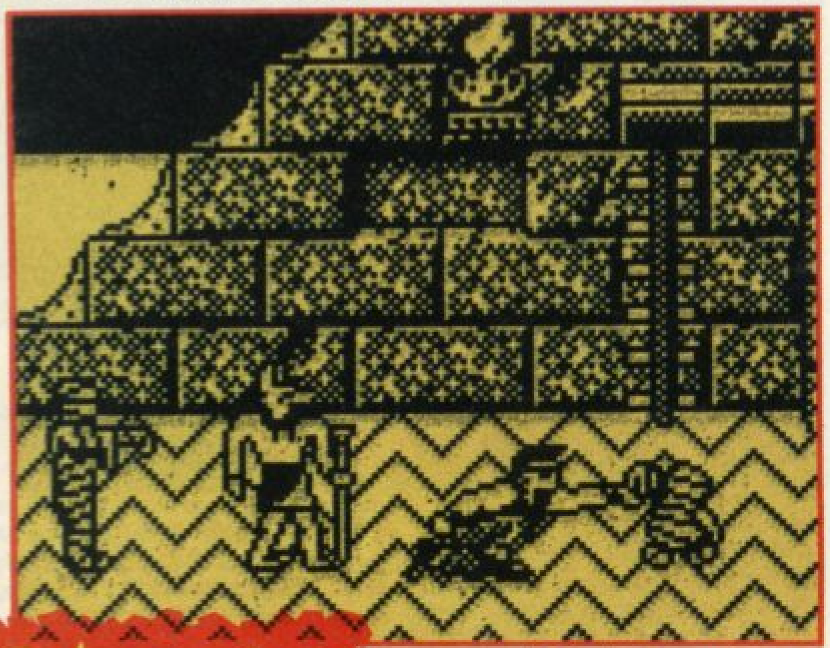


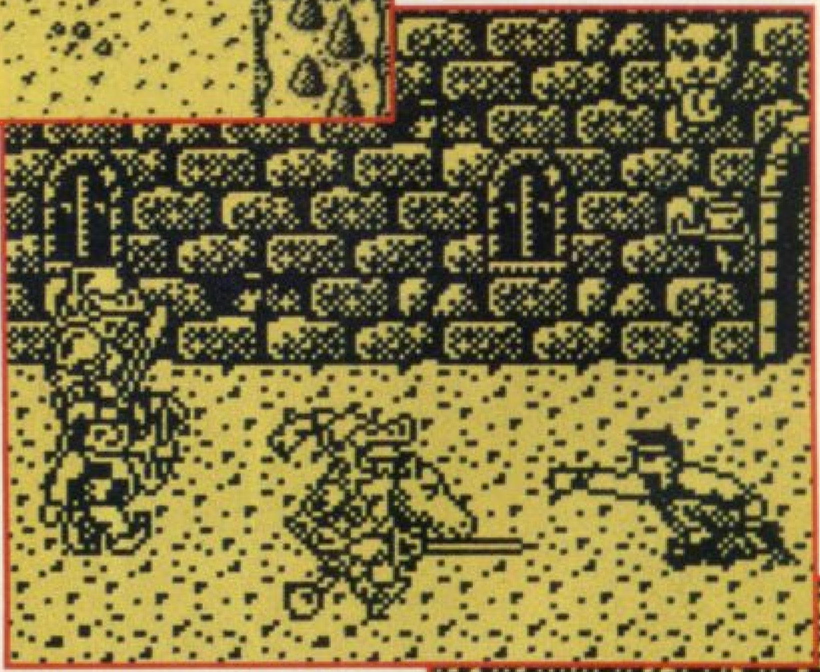




What is it with this Mrs Renegade woman? Does she walk around with a sign on her back saying "Kidnap Me, I'm Protected"? Does she enjoy the thrill of the chase and the excitement of abduction? Or is she just testing your love? Whatever it is she's gone again off with Mr Big and his cronies, and once again it's up to you to go get her.

Now, ol' Biggy, he knows that simply taking her to somewhere else in the city just doesn't work. He's learnt that lesson twice. Mr Big is clever. This time he doesn't just take her to another part of the globe, he also takes her to another time. Maybe that will stop you, he thinks to himself in an evil sort of way, but he's wrong. Nothing stops old Tardis Renegade, and as you close the blue doors and your central column starts rising and falling (Fnarkh – JD), you wonder where your adventure will take you. (Picture fades out of focus and starts wobbling). Huuuuuuuurrrrrrgh!

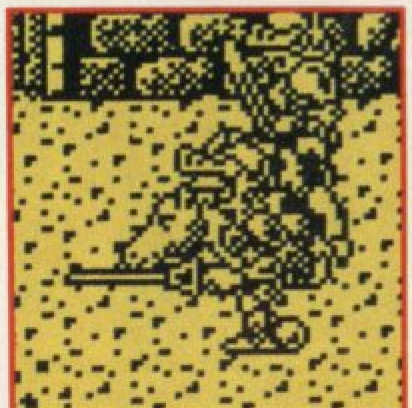




First stop is prehistoric West End. How do I know it's the West End? There are lots of clubs around, ha ha! But seriously folks, here you get to do battle with many prehistoric inhabitants, like cavemen and dinosaurs and pteire . . . petery . . . terry . . . birds that drop stones. From then on, you go to places like ancient Egypt (complete with living dead) and Gladiator Rome (complete with macho Romans).

Target Renegade was a huge improvement on **Renegade**, sadly the final chapter isn't much of a step forward. It's more of a slight sideways shuffle.

Graphically the game has been much improved. There is a humour in the style of the graphics that wasn't previously there. The actual Renegade





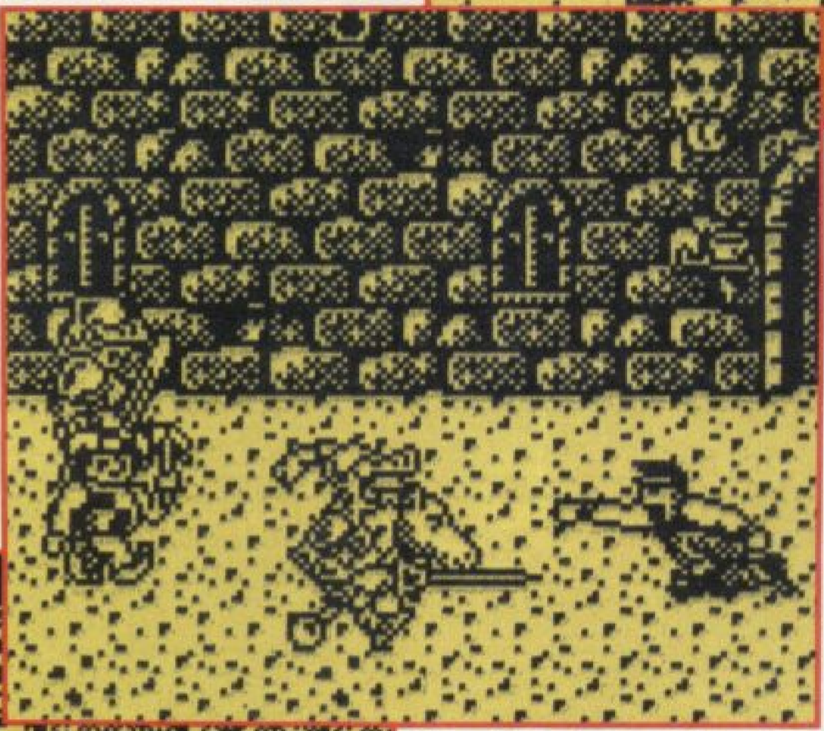
GAMES REVIEW!

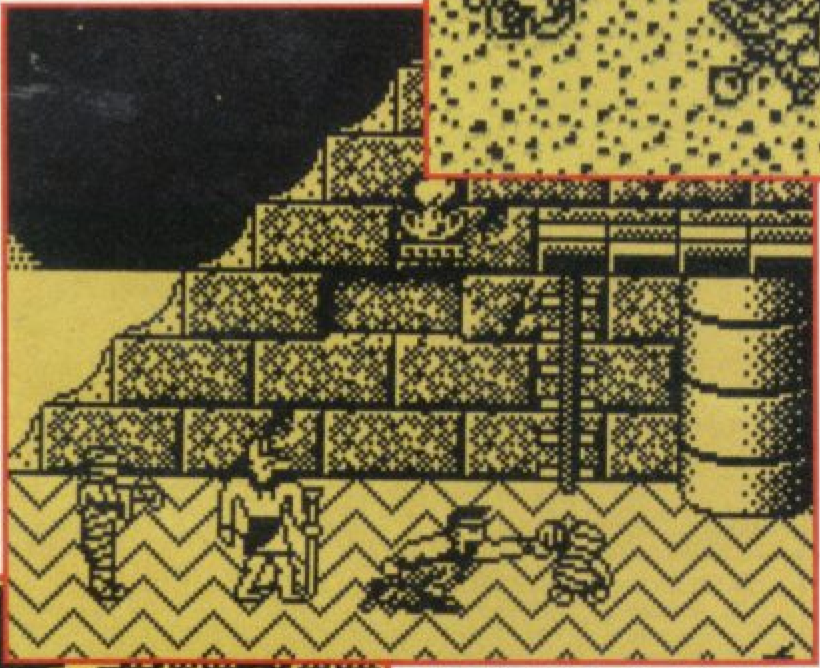
GADE › CHAPTER



character hasn't changed much, but both the backdrop and all the other sprites have been greatly improved. The backdrops are now much more integrated into the game than they were before. You can now climb the walls. There are ravines to jump etc. Sadly, it's still flip screen, but maybe that can't be helped.

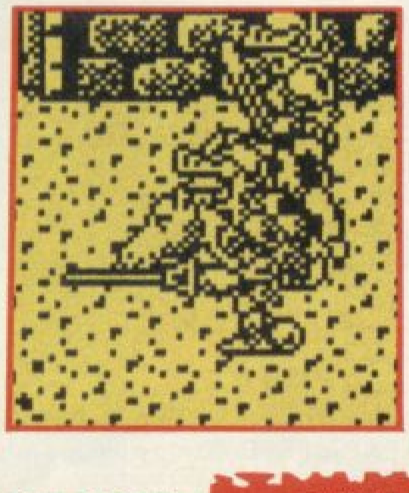
Still, as a game, I find this a little disappointing. The playability seems to have sloped downhill quite dramatically. The number of fighting moves are pitifully low in comparison to other fighting







games, and movement does seem to be a bit on the slow side. When you're under attack from four cavemen and two dinosaurs, fighting them off isn't very easy. I could say the game is difficult, but I won't



because I know billions of readers will write in saying how they finished it after only playing it for three weeks.

The two player option is nonexistent now, as is the facility to pick up weapons. Come on Imagine, is this really a step in the right direction?

Renegade III is quite fun, but nowhere near as good as **Target Renegade.** Maybe **Renegade IV** 'oh alright, but this is the last time definitely' will be more of an advancement■



ARCADE REVIEW

FAX BOX

RENEGADE III *Label:* ***Imagine*** *Author:* ***Andrew Deakin/Ivan Horn*** *Price:* ***£8.95*** *Memory:* ***48K/128K*** *Joystick:* ***Various***

Fun beat-'em-up rescue time travelling adventure escapade whatsit. Not bad.

GRAPHICS	SOUND
81	72
64	70
PLAYABILITY	LAST ABILITY

Reviewer: Tony Dillon

OVERALL 71

10 20 30 40 50 60 70 80 90


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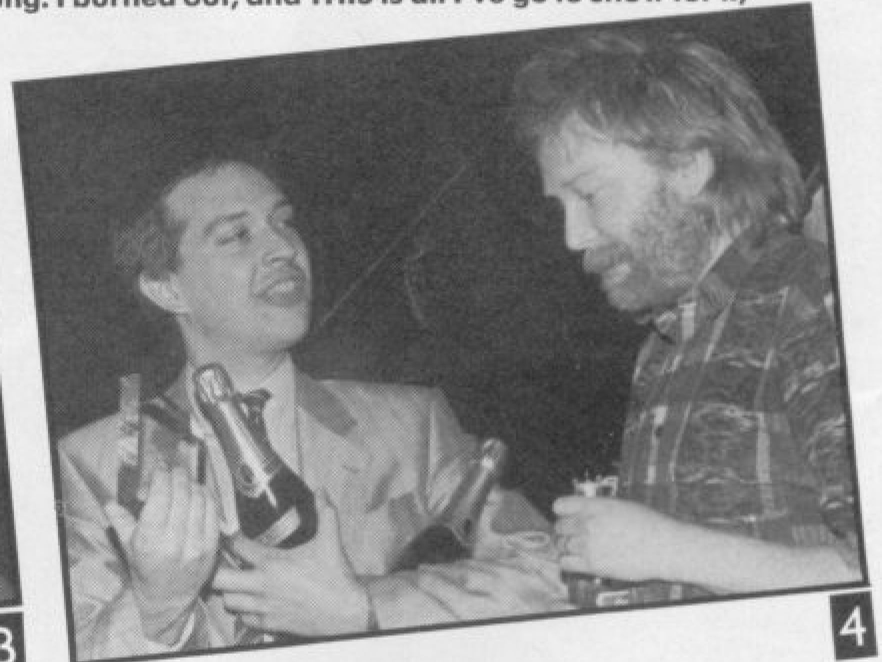

1


2

It's a sad lonely life being the editor of one of the most profitable and highly regarded magazines in publishing. It's no picnic working on Sinclair User either. It's been the ruin of many a good man, and lord knows Graham's one. As Our Editor moves on to pastures new, we take a lingering look at his sad demise. Goodbye, Grim, we'll miss you . . .

1) The beginning. A popular figure with his shaggy dog stories. "It was this big, I said to the Archbishop!"
2) The pressure starts to show. While all around people thought he was fine, our Memorabiliascope shows the tell tale bottle of cheap champagne. Is the good life turning sour?
3) On the slippery slope. Luigi's Brasserie and "Family" Restaurant. 1987: "Regrets, I've had a few. But then again, hic, too few to menshon . . ."
4) The bitter end. Waterloo Station. 3 am April 1989. He'd talk to anyone who'd give him a sip of their meths. "I could have been a contender, dad. Too much, burp too young. I burned out, and THIS is all I've go to show for it, barf."


3


4

Gremlin's "What's the Worst Job You've Ever Had?" Corner

What with all the exciting staff shufflings going on at SU Towers at the moment, we thought you'd like to know something about the glamorous careers which have led the team to their current high positions.

JIM: Assistant Tea Boy, Grommets and Flanges Bulletin. Head Tea Boy, Fish Breeder and Shellfish Keeper. Managing Tea Boy, Linoleum and Hard Floor Coverings Gazette.

ALISON: Head Receptionist, Your Carpet. Receptionist, Bringing Up Pigs Magazine. Assistant Receptionist, Your Combine Harvester.

TIM: Managing Director, Gnatt-Pisse Brewing Ltd. Out-patient, St Patrick's Alcohol Abuse Centre. Drum Major, Salvation Army.

CHRIS: Match Seller, Victoria Station. Managing Director, Telecomsoft. Match Seller, Waterloo Station.

TONY: 200 performances as Blackie Lawless' codpiece. Dole queue, eleven years. Editor, Computer and Video Games, four minutes.

GRAHAM: Deputy Editor, Sinclair User. Editor, Sinclair User. Luminous Supernatural Entity, Somewhere on the Top Floor of EMAP Towers.

Loony Instant Joke Corner Instant Replies!

Well fyak fnar fyak! We've been gurgling and fnurking in our coffee over the brilliant and double entendre riddled entries for the Smutty Name – Well, Nearly, Competition. Lots of entries largely rhyming with Hunt flooded in. Some of the better ones follow. Thanks for the laffs.

Mrs Barse (she's got a big vase)
Mrs Stits (she had three fits)
Mr Nigel Hunt (he likes a punt) – told you
Mrs Blagg (she's a bit of a hag)
Harold Cobb (he's never short of a bob)
Tony Spithead (he's a bit of a Whitbread)

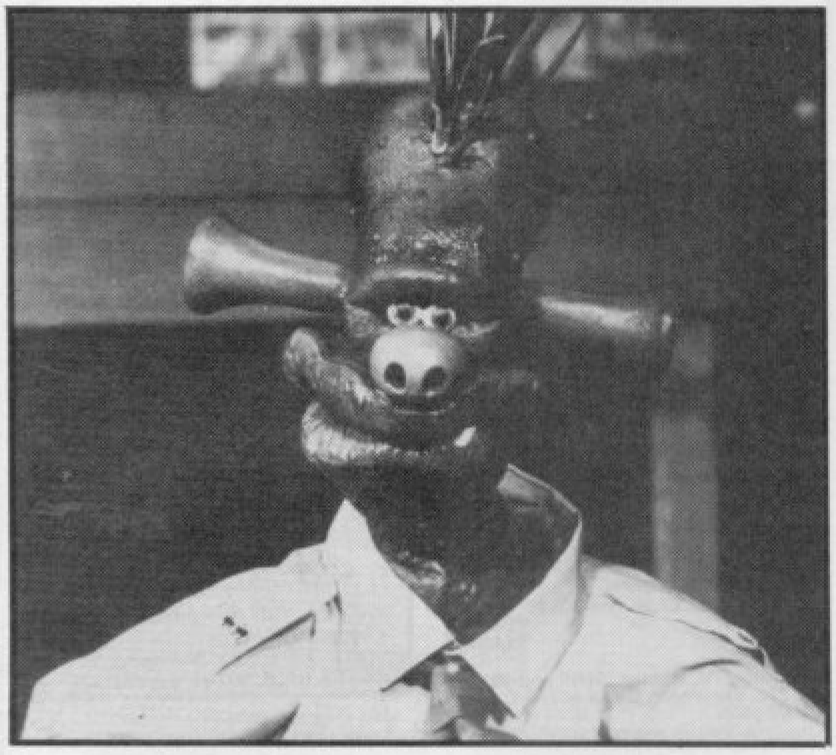
Thanks to Carl Redfern among others for their suggestions.

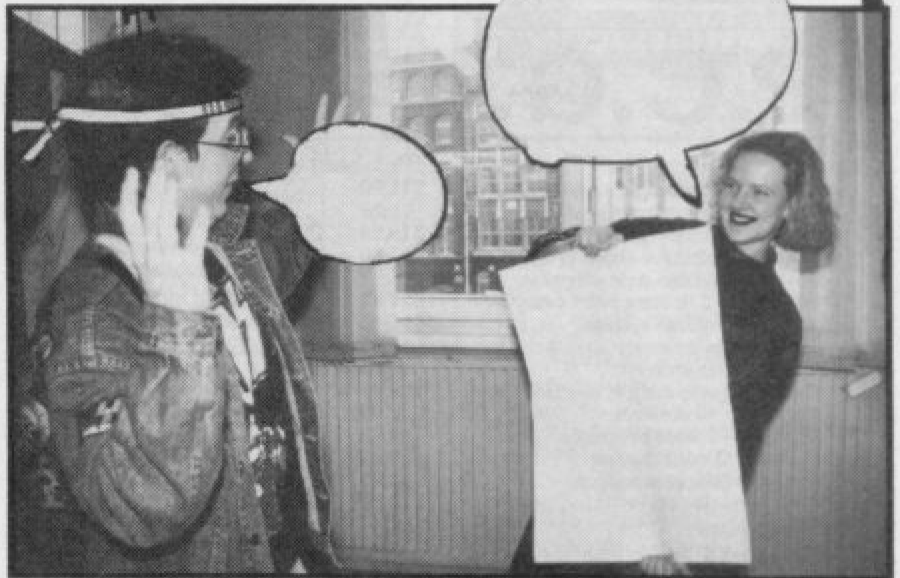
Gremlin

Gremlin's Hideous Disfigurement Corner

Every now and again we get phonecalls from people who want to work on Sinclair User. **"Please please please!" they say. "I'd sit in the corner and be very quiet, and not get in the way at all, and I could just write some games reviews and perhaps make the tea for Tony Dillon."**

But we never let them do it, for their own good. Because working on Sinclair User **has strange side-effects. Whether it's something in the water, the radiation coming from Tim's month-old vindaloo, or the noxious emanations from the post room, sooner or later you sprout bristles, your hair falls out, your ears extend and you get covered in warts. Don't believe us? Take a look at this picture of our last work experience laddie. Mind you, that's BEFORE he came here.**





Not bad. Not bad at all. Lots of jokes like "Oh, look at this x-ray of the inside of your head, Tony" along with the absurdly oblique "Here's a piece of white paper!"

Dear old Pamella Bordes began to feature towards the closing date with jokes like "Here's a list of people not implicated" (blank piece of paper – yak yak).

Yes indeed. A good time had by all (just like Pamella).

Among the very best were the following shining examples of contemporary wit. Karl Johnson came up with (Skeat – "Tie me Kangaroo down, sport" Tone – "Sayonara Rolf – Hiya!"

Gareth Pitchford from South Wirral came up with the unoriginal though suitably gung-ho "Yes it's the inside of Your Sinclair!"

Christopher Greatbatch from sunny Sheffield suggested that Tony is denying Alison's claims that the blank piece of paper is in fact a graph representing his popularity.

However, the grand winner this month is Andrew Faulkner from Somerset who provided many a split side and damp trouser with Alison announcing that the object was in fact Salman Rushdie's new book on camoflage and concealment. Ho ho. £20 to you Andrew.

DO YOU KNOW YOUR NAME?

Right then. Here's a list of readers' names.

1 Anthony Scriven
2 Jayson Snipe
3 Paul Hurst
4 Alastair Wilkenson
5 George Pankovas
6 D Tiller
7 Daniel Worth
8 Chris Rogers
9 Matthew Weir
10 Andrew Larn
11 Timoth Slessor
12 Paul Marples
13 Steve Martin
14 Nicholas Pettigrew

Now, if you think any of the above names is yours you can win up to £20. All you have to do is call Alison at SU on 01-251 6222 Ext 2447 and tell her why you think SU owes you some money. Here's a clue . . . it's got something to do with us losing your addresses, so call us today and claim your prize.

GREMLIN PICTURE CAPTION No 29



Lordy! What on God's earth is the matter with these two? Too many hours in the Star of Bengal? Too many hours watching satellite TV? Too many hours wishing that the pilot programme for the TV show you were in hadn't failed miserably in this country and only worked in the States?

Whatever the problem, they're certainly pretty unchuffed about something, and this is where those fertile little minds of yours come in. Are they saying anything? Are there any funny noises around? Waht are they thinking? Fill in the coupon and send it in.

Name: ....

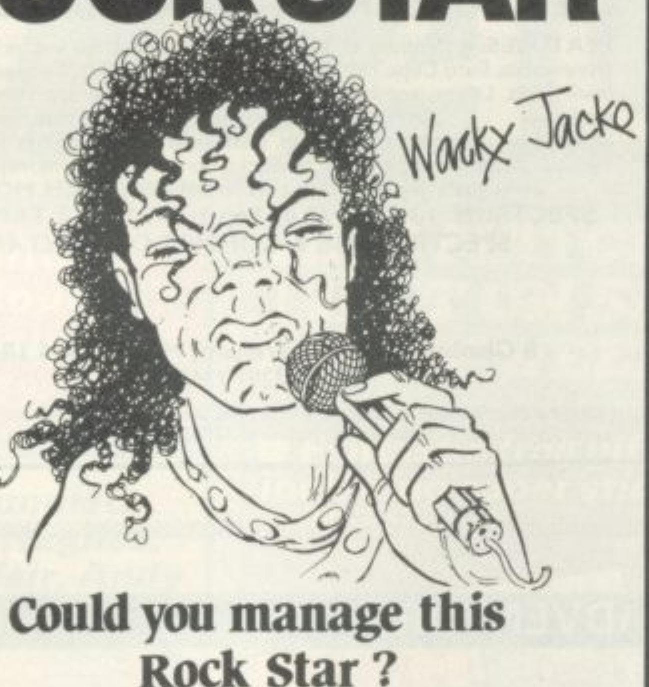
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Caption: ....

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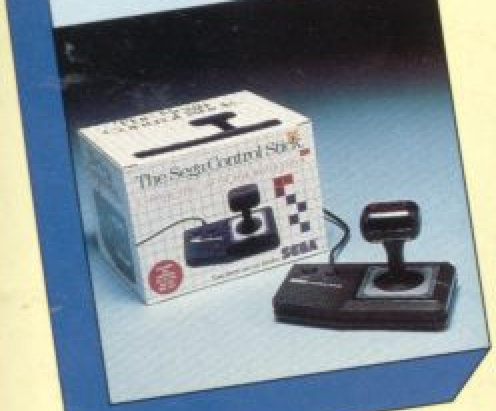
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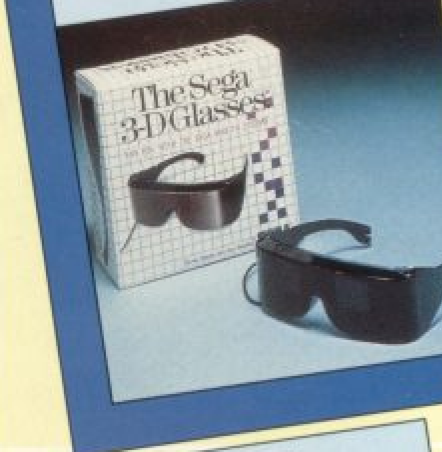
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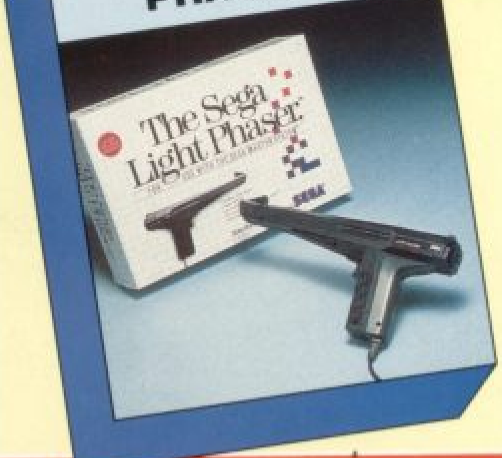
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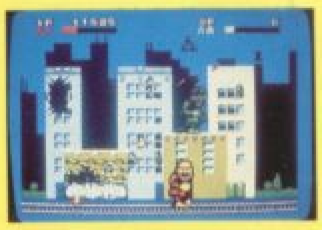


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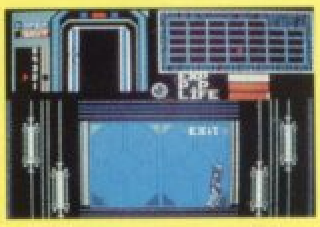
Addictive gameplay, marvellous graphics combined with originality and a great sense of humour! C+VG, March 1989



'R' TYPE

They came from a Dimensional plane clear across the galaxy, wreaking havoc and chaos from star system to star system. With an evil that smothers all resistance with fear and terror, the horrid creatures of the Bydo Empire are now knocking on, Earth's front door.

Is by far the best blast available on the Sega, so it goes without saying that no shoot 'em up fan should be without it! C+VG, March 1989



CYBORG HUNTER

The year, 2242 you are Paladin, the toughest bounty hunter in the galaxy. Monstrous Cybags are threatening to take control of the Universe under the direction of their evil leader, Vipron. Your mission is to gain access to Vipron's chambers and destroy him. Sound easy enough? It isn't!

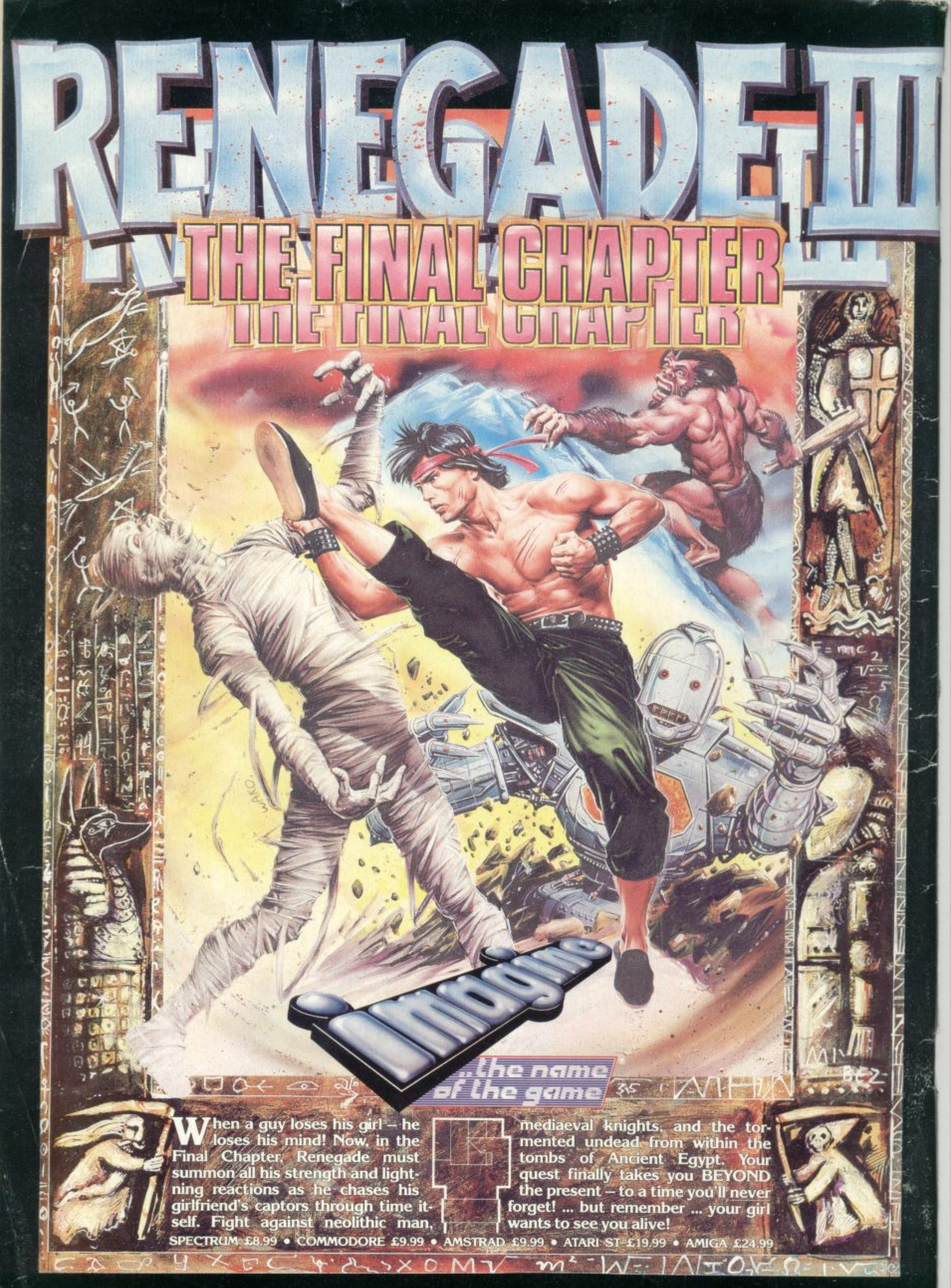
Horizontally scrolling arcade adventure, action packed! C+VG, March 1989



Y's

You are Aron Christian, a swordsman washed ashore by the might and fury of a hurricane. You were found half dead by a kind and humble fisherman and he restored you to health. The fishing village sat at the edge of the great plain. Rising in the distance was a small mountain range with an ominous tower at its peak. 'That is the Tower of the Doomed', the fisherman told you as they made the sign of the evil eye. 'It is the place where the troubles of our land began'. As you watched the tower, you knew that your destiny waited there.

The whole thing looks incredible – the best I've seen on the Sega. Y's offers depth and playability and will keep you engrossed for weeks. It's a must! C+VG, March 1989


RENEGADE III
THE FINAL CHAPTER
imagine
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When a guy loses his girl – he loses his mind! Now, in the Final Chapter, Renegade must summon all his strength and lightning reactions as he chases his girlfriend's captors through time itself. Fight against neolithic man, mediaeval knights, and the tormented undead from within the tombs of Ancient Egypt. Your quest finally takes you BEYOND the present – to a time you'll never forget! ... but remember ... your girl wants to see you alive!
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